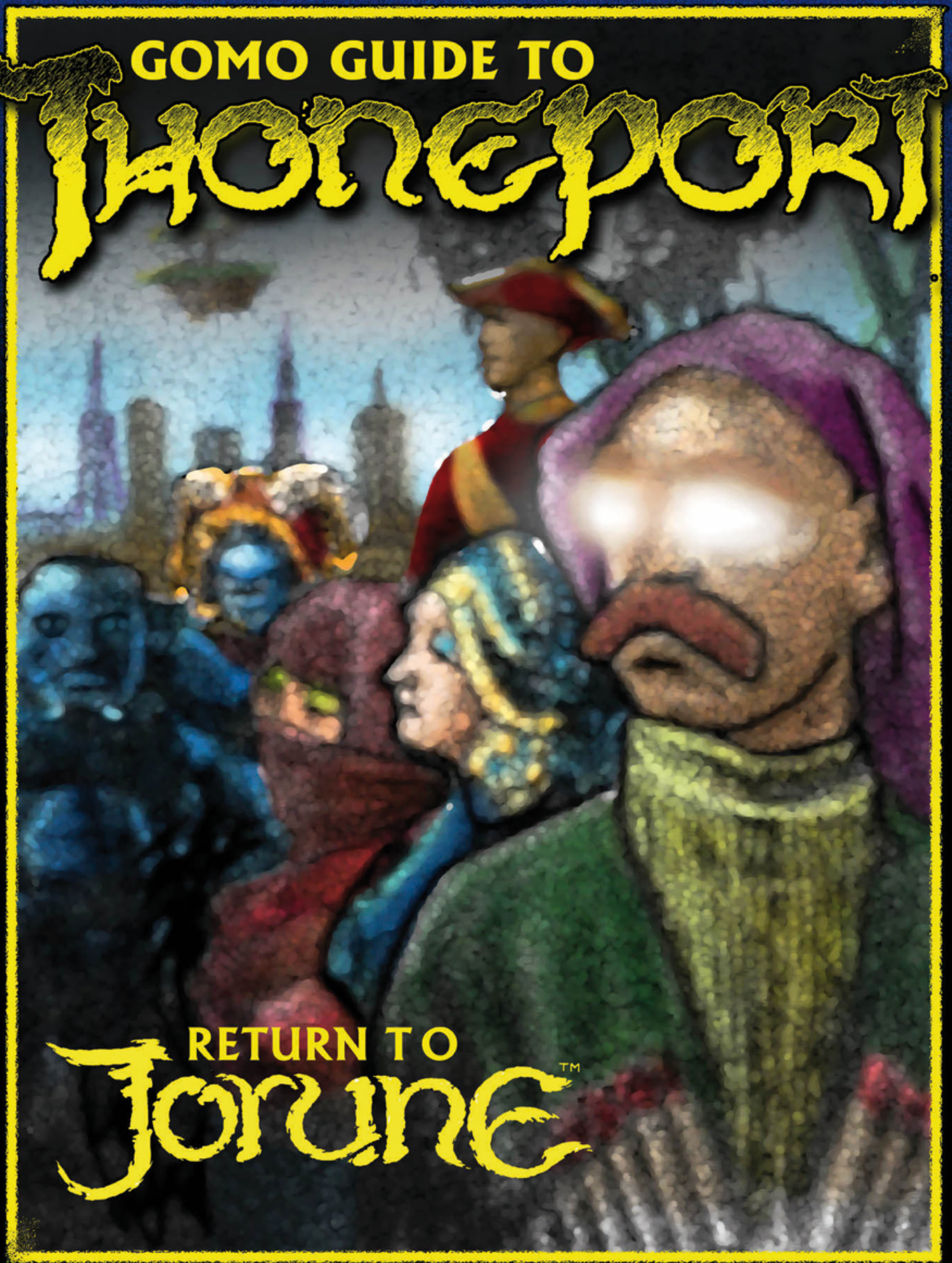
GOMO GUIDE TO Thoneport



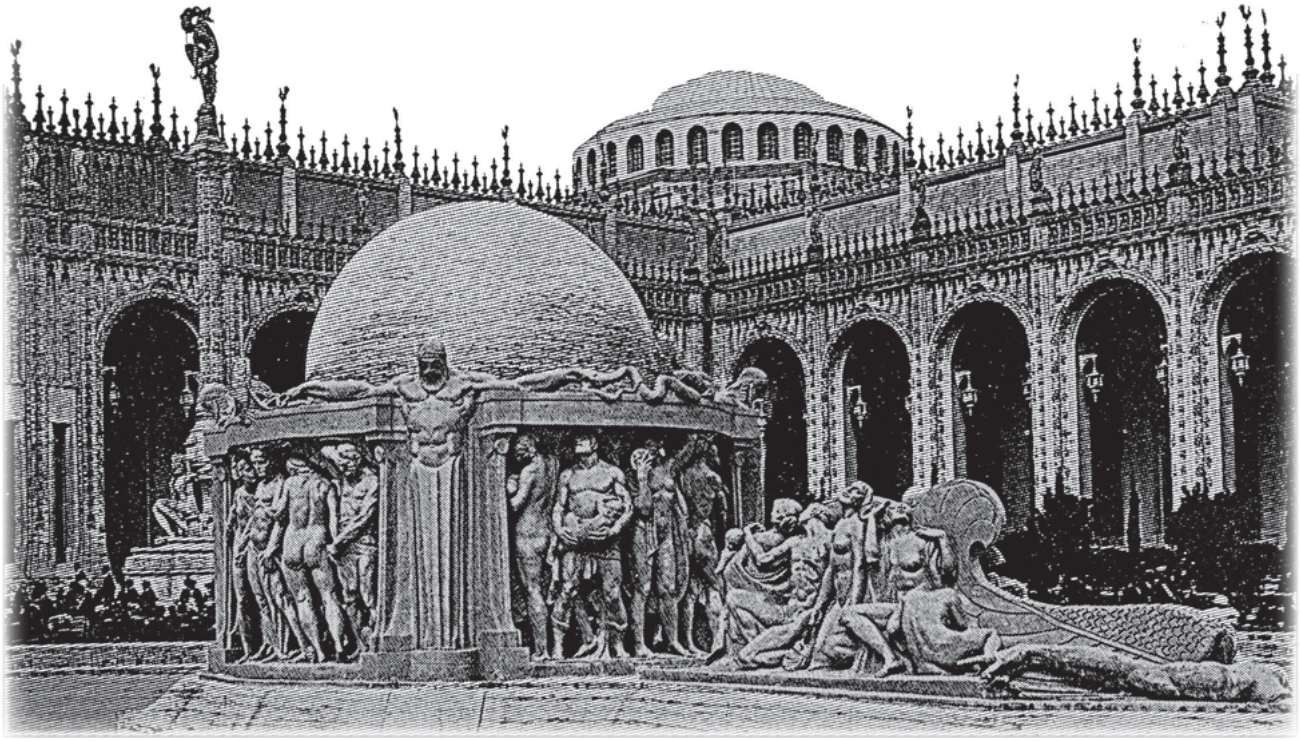
RETURN TO Torune™

OAK & LOTUS PUBLICATIONS GG01

Gomo Guide to Thongport

A Guide to the International Port of Thantis
with Special Provision for Non-Human races
in the Most Human Nation on Jorune

RETURN TO Jorune™



Terra Monument at Free Market Plaza

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Pana Iden Fenreck fra Eltod Fre Oura, an ahdis and a familiar personality in the Thone Quarter, carrying the latest news from House Iden and his personal network of querrids and informants. His verses have been sung by the Harpers scattered across Jorune for more than twenty years.

Gomo Guide to Thoneport

Warning

To All Non-Human Travelers

Travel to Thantier by any visitor who is not of a pure human heritage can be hazardous. Human mutations (boccord, muadra, trarch, salu and acubon) are disliked but tolerated. All Iscin races (blount, crugar, cygra, woffen, bronth, and tologra) are considered abominations and identified by the epithet "thone" (derivation unknown). Thone in any portion of the city outside the designated Thone docks and Thone Quarter, who are not clearly under the control and protection of a pure-bred human, if not a Thantieri citizen, are subject to attack, injury and possible death. Other races (thriddle, ramian, thivin, or shantha) are permitted entry with the patronage of one of the seven ruling Houses, or if they restrict their movements to the designated "Thone Quarter" of Thantis or Thoneport. Ramian, cleash or scarmis are subject to summary execution anywhere within Thantieri-controlled territory., except for the Thone Quarter. Danstead, Jasa, Heridothian and Tan Iricid querrid patches are not recognized, and will be no protection against persecution.

Travel into the citadels of the Great Houses is possible for thone if they are accompanied by House representatives, or other recognized Thantieri armed escorts. Be warned that nonhumans and thone are not allowed within the walls of the Zunis Citadel except with a personal escort by a member of the House Zunis. This law is strictly enforced and is not interpreted to allow escort by servants and hirelings of the Zunis, including other pure humans.

While troublesome gangs of young Thantieri occasionally venture into the Thone Quarter, the Kovan yords will respond to pleas to remove the ruffians under the guise of protecting the gang members from the dangers of association with thone. Tipping the yords who provide this service is highly recommended.

If You Are Arrested

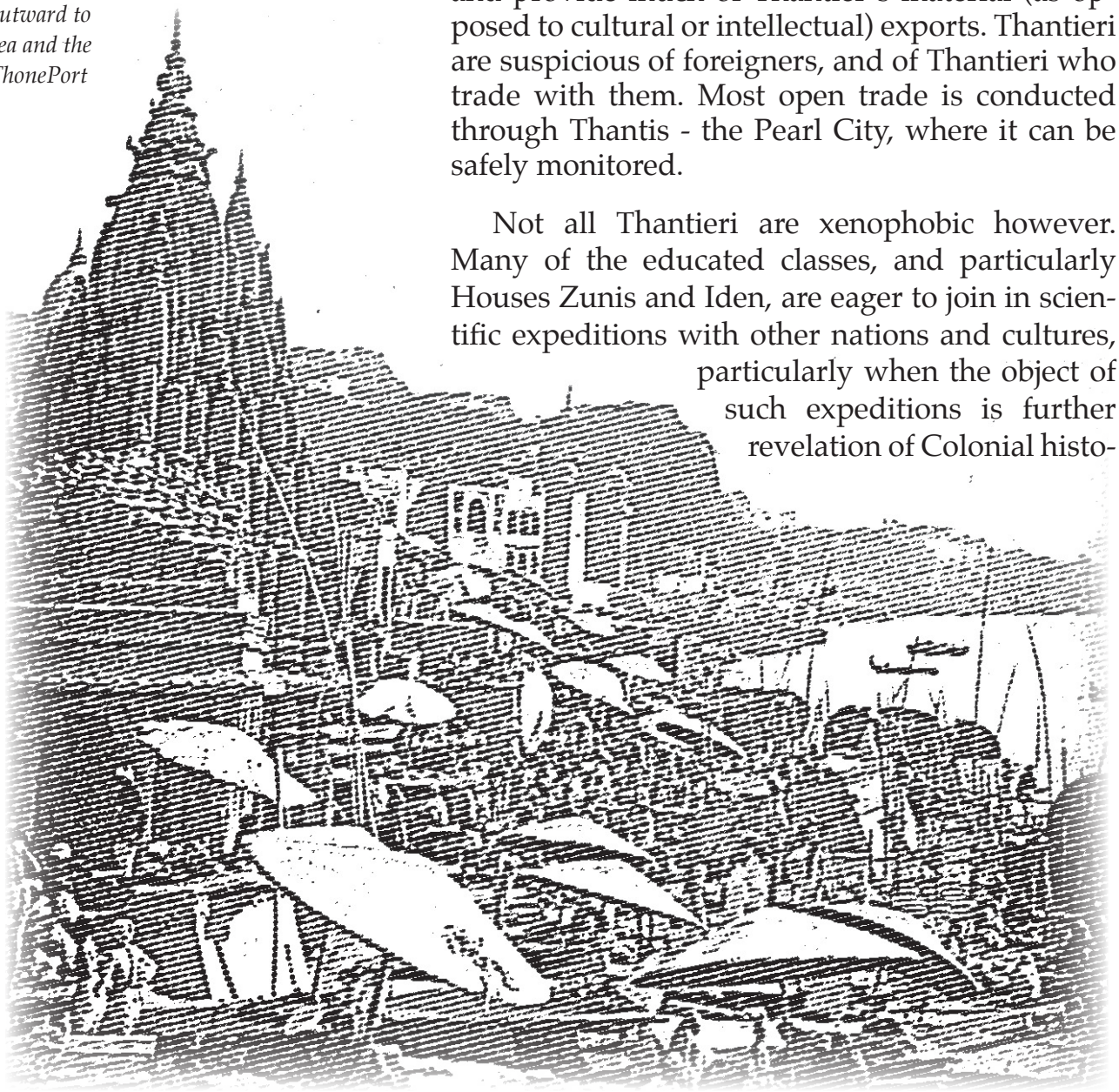
If you are arrested as a thone or alien in any district of Thantier, do not resist. Killing a thone or alien who refuses to submit to the authority of the Kovan yords or the house guards of any house is not considered murder, at most it is a property crime. The killer is expected to provide the owner or employer with the cost of hiring a replacement for one year, but the amount of that replacement can be determined by yordins (yord-captains) or House Justices.

Engage an Advocate from House Khed immediately and make every effort to obtain a Judgment of Banishment, which should remove you from the city and country while still alive.

Modern Thantier

The nation of Thantier is wealthy within its borders and has little trade with the outside. The Seven Houses control significant tracts of land and conduct profitable industries in farming, mining, timber, crafts and light manufacturing. Spices and other crops from the Old World thrive in Thantier and provide much of Thantier's material (as opposed to cultural or intellectual) exports. Thantieri are suspicious of foreigners, and of Thantieri who trade with them. Most open trade is conducted through Thantis - the Pearl City, where it can be safely monitored.

Not all Thantieri are xenophobic however. Many of the educated classes, and particularly Houses Zunis and Iden, are eager to join in scientific expeditions with other nations and cultures, particularly when the object of such expeditions is further revelation of Colonial histo-



The Southern Shore of the Pearl River at Thantis, looking outward to sea and the ThonePort

ry. Regular cooperative efforts are staged with Tan Iricidi, Burdothian and Jaspian organizations, and a black market has developed in trade in minor artifacts from old human colonial sites. Interactions of such organizations are limited to the Pearl City or sites outside Thantier.

Getting to Thantier

Thantier can be reached by ship through the ports of Thantier's southern coast on the Cerridus Sea, and particularly at the mouths of the Pearl, Opal and Jade Rivers. Overland caravans arrive through the Doben-al routes in the north and from the trading trails of Ponteer to the east. Airship service from Jasp can be expected every few weeks. Warp cells through the Doben-al can provide access with but require formal contact with guards,; a few warp sites closer to Thantis are known and, while faster, they are even more heavily guarded.

Iden Kanteh Rolof fra Ebin fre Viala, Teaching Master of House Iden, calls his pupils to session from the inner wall of the Iden compound.

Traveling Within Thantier

Carry a variety of clothing for the hot season, and memsis sheeting for waterproofing your goods and your person. Visitors who have not planned properly may find them sleeping under their cloaks out in the woods during the vicious monsoons that dominate the region's winters.

Basic limilates should be included in any traveler's luggage, but pay particular attention to intestinal treatments to combat microorganisms know to flourish in the waters of Pearl Bay. Be sure soft fish, such as biffid, are well prepared – avoid raw or undercooked local delicacies.

Thombo, thombo carts and horses are available in most locations, with lothern and bochigon caravanserais along most major trade routes. If you are leasing more than three animals, it is suggested you hire a local wrangler to care for the animals and contract to return them as needed.

The bride of Kanteh Pana Zelswit fra Kebin fre Perila, showing the traditional headdress of her ancestors. The bridal yoke displays centuries of decoration from the finest artists craftworks to pass through their workshops.

The headdress has been reduced to four kilograms by removing jewelry older than 200 years. Such jewelry is on display in the public entry of the Tower Kanteh in Thantis.

Travel by warp is possible at five points inside Thantier, all of which are guarded with House Khed-supervised troops. These contingents include members of many Houses and laves to deal with incoming thone.

Most ports provide only limited services to outsiders, major trade is conducted under the watchful eyes of the great Houses through one of the major docks at Thantis.

The only airship route is the Aylon Star, which passes through Thantis on seasonally adjusted routes – check the Thriddle and Jasa offices for schedules. It usually is moored to the Heritage Pier (non-human passengers are accompanied to Thoneport, when necessary).

It is suggested that a traveler through Thantier carry trade goods, with jewelry, cosmetics, limilates and books being the best-received. Foreign money is often useless, but a vial of perfume may get a night's lodging with meals.

A trio of mercenaries from House Adwa (fallen). They have a reputation for rigid honesty and can be hired by Thone for protection, or simply to provide a human presence to their party while within the walls of Thantis.

Money in Thantier

The lands of Colonial Thantier first used a system of barter tracked by Earth-tec counting machines, but these machines failed or were lost during the Cleash invasions. Subsequently the Houses agreed upon a common system of coinage, with each House empowered to mint and print its own currency. Coins are struck from an alloy of gold, crystal and metal slurry matrix, and value is fixed by the decree of the combined Seven Great Houses.

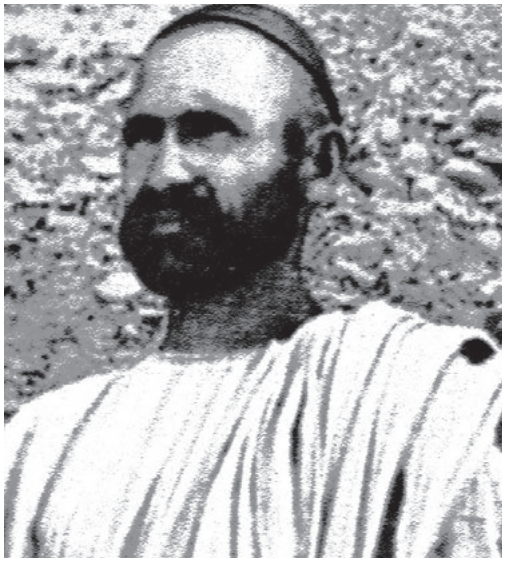
Basic denominations include:

40 Ships (coins) =	1 Fort (coin)
50 Forts =	1 Indra (coin)
10 Indras =	1 Sage (script)
10 Sages =	1 Tower (script)

All the Houses's currencies are set at the same value. For example, a Zunis Sage has the same value as an Adwa Sage – about the same as fifty Burdothian yules. A common lunch on the street may cost one or two Forts, and a nice restaurant may cost a couple of Sages for the Great Room meal, more for special orders.

Exchange rates are very fluid. You may need to try several House or foreign banks for the best rate, but jump on the best rate you find on a given day. Events during the night may change the next day's offering, and frequently not in your favor.

Make arrangements in advance whenever possible, and carry copies of your reservations with the original House seal. Thriddle Center, Danstead and Jasa agencies conduct regular courier services with Thantis and many arrangements can be verified in a few days.

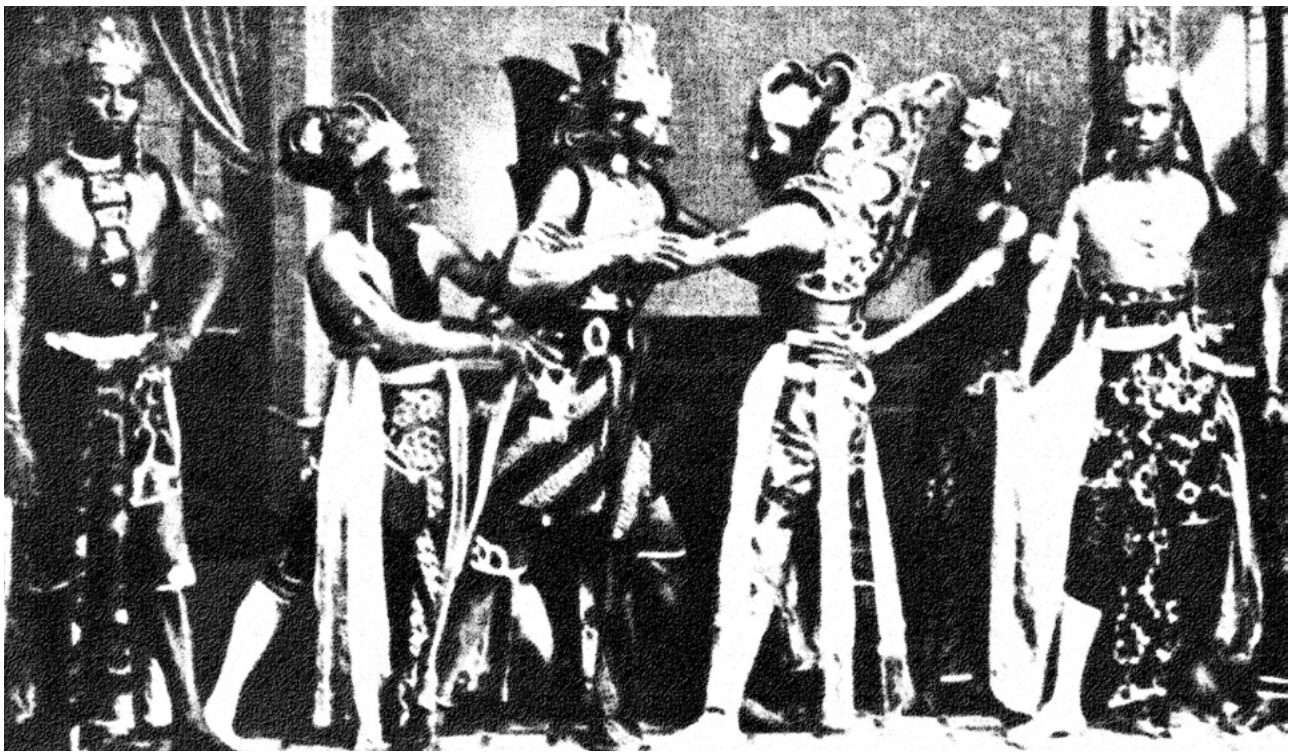


Chamberlain Kovan Kanteh Uli fra Zeres fre Wooleh, serving Chair of the Tariff Houses in Thoneport.

Chamberlain Pana Kanteh Edwilla fra Mesin fre Skiya, serving supervising elder of Thoneport

Trading Life in Thantier

Thantierian life centers of the family and the family is focused on the occupations of their House. A family usually consists of several generations: the patriarch and his principle wife (Thantieri men may marry up to five wives), their children, and their children's spouses, and so on down to the youngest offspring. Marriages are often arranged between Houses. Women can become the primary of their new family line through accomplishment in sciences, the military, business, or service of value to the house or the nation. Most of the family lives away from the city on compounds and farms spread around the traditional familial districts. Family farms are often the homes



Thoneport Grand Opera student presentation of "Heritage and Sacriledge"-- the stylized history of Bomoveris and Iscin - is presented every Day Colony.

of the expanded primary family, with associations through marriage to other families. A family business is usually associated with one or more nearby farms and the shops of relatives.

Commerce between the Houses and with most other humans is conducted with scrupulous attention to detail. Thantieri compose complex, precise and binding contracts. Many Thantieri sagas are sung about quests to reclaim honor from a deal gone bad. Introductions by family members are the next best way to meet new business contacts, marriage into a family being the first.

With thone and aliens, however, Thantieri dealings are less precise. Frequently, the ability to defraud a non-human is a source of great boasting and prestige. No thone or alien has been able to win a suit in a Thantieri court, and there have been few successful prosecutions of Thantieri by a human foreigners. To be defrauded by a thone or alien is a cause for disgrace and grandiose plots for vengeance among the Thantieri. Most successful thone or non-human traders report that a human agent smoothes business dealings.

The majority of Thantieri lead quiet lives based on the paces of large farming communities and the small towns that service them. Time is spent focused on family and business, from the craft projects of the smaller children to the large-scale industries and market expansion projects of the elders.

Thantieri families work hard, taking only two days off every second work week. As might be expected, local and national holidays are eagerly anticipated, celebrated with gusto, and include some presentation of an accomplishment of a revered ancestor. Family life is important, and house allegiance carries the same importance as religion in other cultures. Family graveyards and ash repositories are ornate, beautifully-designed buildings; they are well marked and well maintained, providing a link to lineages going back to the Century of Grace.

The wealth of information from the Colonial Libraries has allowed Thantieri to pick and choose from four thousand years of history on their home world to create easily sustained cultures based on the natural rhythms of crops, livestock and seasons. The Houses offer basic educational instruction and extensive advanced education in specific crafts and industries. Literacy is prized, with a printing industry that has provided centuries of fiction that most non-Thantieri find plodding and tedious. Thantieri are prone to quote passages from the 4,280 page epic of Pars Kanteh or the 3,820 page collection of the Adventures of Sage Indra. Stage productions that occupy whole week-

Grand Hall of House Iden, entrance to the Libraries and Scholar's Hall, where important ceremonies and celebrations are held.

This hall is one of the few places where non-human visitors may be seen regularly. Frequent guests include scholars from Tan Iricid, Rhodhu, Burdoth, Aylon and Yobreh.

Street Cooks of the House Limen. Most of the women of the Fallen Houses conceal their faces when in contact with the public. They maintain small cooking stands called "The Forts" designed to flash fry an inexpensive lunch with traditional meats, spices and fresh vegetables from the countryside.

ends in four hour alternating shifts of performance and feasting are annual features of each of the Houses' celebration of Day History. Tending to be funny and bawdy in the telling of the long history of each House, the Day History productions tend to be memorable for non-thone visitors, and the liberal availability of local wines, beers, ales and rusper have laid the foundation for interesting experiments in Thantieri and foreign-human blood.

Most Thantieri support towns offer a variety of restaurants, inns, shops and service centers. Commercials districts are compact and usually ban animals and wagons, so a good pair of boots is the prerequisite to a day of shopping. Banking through the House Repositories is reliable and several offices of the Huston, Darmey and smaller Heridothian financial agencies are easy to find. Adwa and Limen men and boys are easily available for a few coins to carry packages, guide, and provide local connections to merchants. Larger purchases can be loaded onto carts in the alleys behind most shops. When invited to stay in the family apartments above the shops, it is a good idea to accept because it improves your experience, provides you with a connection to the neighborhood, and ensures successful negotiations with the shopkeeper and members of his family.

Chamberlain Khed Khed Visin fra Moro fre Suween, honored former National General of the Thantieri Military, and now Master at Arms for the Chamber.

Chamberlains Khed Iden Olor fra Mesin fre Teyla and Khed Pana Eulet fra Dawi fre Obre, husband and wife mayors of the Pauper's Market.

Pipe-playing ahdis of the Fallen House Limen summon a crowd for their recitation of the latest news and gossip from around Thantier.

Thantierian Etiquette

Courtesy

There are several layers of Thantieri life, and even in the relaxed atmosphere of Thoneport, the customs of courtesy are key to successful transactions.

The smallest of courtesy is allowing a human to speak first. For human visitors, that is usually not a problem since either party qualifies to start a conversation.

But for non-human visitors it is the single largest cause of problems in Thoneport. Thone shopkeepers will smile and gesture to invite an opening comment. It makes it very simple for a human to avoid unwanted purchases, but a human shopkeeper can start a conversation at any moment. Similarly a human shopkeeper can completely ignore a non-human and it is not considered rude - to a Thantieri.

The Gifts

Small gifts are always appropriate, whether to the head of the house or to the galaxy of functionaries who control your access to the decision makers.

Gifts carry a message. Sometimes they are the most menial comment of progressing to more serious matters, sometimes they are genuinely considered and valuable, and certain gifts carry the message "do not bother us again."

Cash is considered an insult, but jewelry, art objects, informative writings on the colony or anything to improve the Thantieri image or standing are preferred. Unique clothing has becoming increasingly popular, particularly where it stays within the theme of House dress.

Such gifts should not be discussed or even acknowledge while leaving the box or package on the desk (or even the lap) of the person receiving.

If you receive a gift, do not mention the item or your reaction to it. If the gift is clothing or jewelry it is appropriate to wear the item in your next visit – it is a public notice by the house that you are involved in active relations with it. Over the years it has been found that the willingness to follow custom overrides the particular nature of a gift, provided the gift is not intended to be offensive.

The Seven, The Line, the Reading of the Name

Bejeweled master of House Pana, Pana Zunis Deblo fra Torin fre Zael.

Names are important within the houses and less formal in the Thoneport shops.

Any Thantieri, from the most elevated Zunis to the least valued members of the fallen houses, begins with a seven word name - their "Seven." The first name signifies Father's House, Second name signifies Mother's House. The Third Name is the individual person. The fourth through seventh names are couplets - "fra" precedes a paternal Third name, and "fre" precedes a maternal Third Name.

For example, the current Iden proctor for classes at the Thoneport Thriddle Center is Iden Pars Sejo fra Nelis fre Gawan. In class he is casually address as "Iden Pars Sejo". Intimates might address him simply be "Sejo,"

In a formal function in at one of the seven houses, Iden Pars Sejo's introduction would consist of a Full Reading of the Name. This means that the Seven is followed by his personal volume of genealogy, including six generations of grand parents (152 people), called The Line, with details of accomplishments from the bloodline back to the Fall (or more correctly the Thousand Year War).

By custom, weddings are restricted to the Line of the Groom, Bride and officiating Recorder. Installation of new Chamberlains (see the sidebar are grouped together and a ceremony that can take several days owing to the full Reading of the Name required for each. The highest ranking Chamberlains (determined by the rank of their House) are read first and may leave with their supporters. The Reading of the Name for courtesy observers from Adwa or Limen may be performed before a few proud family members.

With some members of the Houses, the Reading of the Name can take almost twenty minutes and any such function would involve other houses re-

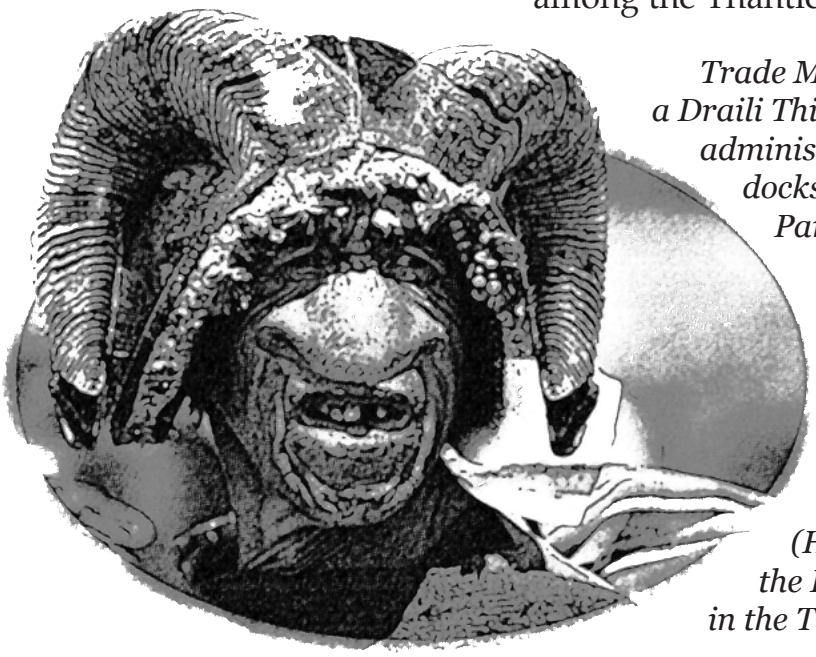
quiring at least one full reading for each participating house's representative. Fortunately only the primary representatives are subject to the full Reading of the Name, with lesser participants identify by their Seven.

While the naming convention sounds complex it becomes familiar quickly and the formality of Gifts and Courtesy establish a comfortable predictability in each party's participation in business, political or scientific transactions.

Adwan use the same two or three name common appellation, but their full names will only go back to the breaking of their tower. Members of House Limen, however use single names, usually three or four syllables beginning with Li. Full name recitation goes back to the colony and is never spoken in public.

Dream dancers of House Iden, a troupe of street performers who share the Colonial history of philosphy and religion through a precise and complex system of poetry, song and movement.

If you are offered the full name of a Thantieri, be prepared to stand patiently while they recite their full lineage. Small looks of appreciation at some names, even if you have no idea of who they may be, will buy you some small benefit – feigned appreciation is a common courtesy among the Thantieri.



Trade Marshall Woolen Oto Ozwi, a Draili Thivin who serves as the port administrator for the Ramia and Thone docks, under commission by House Pars.

Inspections of goods passing through his authority are closely inspected for contraband.

All non-human crew members crews coming ashore must be cleared by his office (Human crewmen are cleared by the House Pars representatives found in the Tariff Houses).

The Codes of Swords and the Knot

Because of the rigid structure created by the Great Houses runs in conflict with the need of unified Thantieri defense, the Code of Swords was negotiated shortly after the beginning of the Thousand Years War. At that point the individual houses of Thantier began to unify and a true national identity began to form, with people identifying as Thantieri as well as House members.

The Code of Swords gives a formal structure for relations between the Houses, and establishes a national military separate from the Houses. Under the Code specific domains of authority were shifted to create a unified military structure. Most significantly, the military was made a strict meritocracy, where the rights and privileges of birth status do not apply. Any member of any House may join any branch of the national service and swears to follow the orders of superiors within the branch. Volunteer agree to a two year training through the Pana before a four year commitment to another level. Promotion is based upon merit,and there is significant advancement through the ranks.

Popular opinion favors service in the forces, and note is taken of each House's contribution. However, some members of the Elevated Houses choose to employ proxies for their service. Such appointments are eagerly accepted by members of House Adwa or House Limen.

The Military reports to the Chamber, but during times of war, this is a report after the fact. In battle or wartime, authority of the Kovan and their designated officers is absolute. War can be declared regionally or in defense of the whole nation.

House Kovan may invoke the Code of Swords to quell a fight between Houses. Actions by Thantieri that are deemed to threaten the National welfare can lead to charges in the Chamber to revoke citizenship, bloodlines and benefits.

Thantier land and naval forces have a standing position within most settlements and the

Swords Structure

Kovan –Organization – Officers and Command

Iden – Intelligence and Records

Zunis – Research

Khed – Diplomacy

Pars – Supply

Kanteh – Cavalry, Engineering and Construction

Pana – Arms Training and Footsoldiers.

Adwa & Limen – No Authority

badges of office are respected throughout Thantier and its possessions. Abuse of authority is taken seriously and corruption is dealt with ruthlessly.

Knot and the Compact

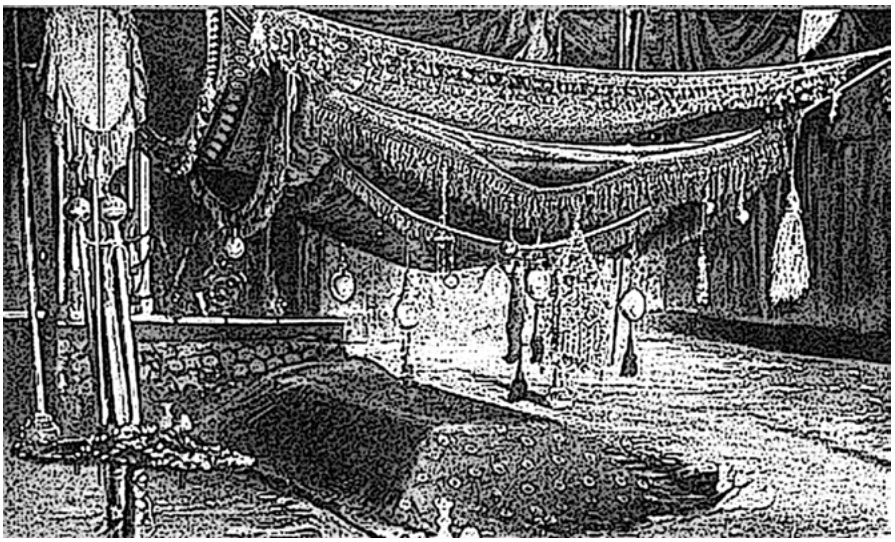
While the Code of Swords governs relations between Houses, individual Thantieri espouse the Code of the Knot - the tightness of all their separate histories and rivalries and vendettas. The Code of the Knot assures that when the final stand is taken, Thantieri deal honorably with Thantieri. There may be blood, but it is honorable blood by Thantieri standards.Thantier is a complex nation with intricate political and social webs that can trap the outsider. Outsiders, particularly thone, are not subject to the protections and obligations of the Code of the Knot and can suffer any loss of cash, property, freedom or reputation as they are foolish enough to allow. The Code of the Knot is the primary reason all visitors are advised to make a serious compact with a member of the Great Houses to represent them in all trade or legal affairs. Members of House Limen and Adwa are not considered part of the Knot but can be expected to be as upright as any other Thantieri once a compact is invoked. Prior to the compact, however, casual dealing with anyone outside a licensed shop is anyone's guess.

Terms of Compacts

A Compact is not a mere agreement or bill of sale. The Compact sets down the names of the participants and their shared goal. It is a contract to share fate, honor and fortune until the terms of the Contract are met or all of the participants (at least those left alive after a failed venture) agree to dissolve the Compact.

These transactions are based on value received and given - but not always cash. House Limen and Adwa are good prospects for public awards, recognition or forms of appreciation that elevate them in the eyes of the merchants of Thantier. A nudge up the standings before the Great Houses is an even stronger motivation for a Compact. Compacts with these low-caste outsiders should concentrate on the goal that will convince those participants to take on a Compact - the goals of the outsiders are of secondary consideration.

The various Great Houses require some consideration on the nature of the goal, the personal gain of the individual joining the Compact, and may include provisions to protect the name and social standing of the House participants. The greater the prestige of the Great House to which the participant belongs, the greater the payment or bribe required to complete the Compact, and the



Deathbed Shrine of the Sage Dyu Vekki who created the critical biotec weapon to save Thantier from the Cleash, in the broken Limen Tower. The fabrics have been painstakingly replaced over the centures, but the colors and design remain as they were at the time of Vekki's death.

greater scrutiny of the goals and the details of public disclosure.

Common Scams

Some Thantieri take great joy in suckering an outsider into an embarrassing situation – or causing a thone to lose limb, freedom or life. They use sloppy wording in Compacts with their supposed partners to improve their own profits at the expense of the outsider. They then execute a dangerous or criminal plan that is technically within the terms of the agreement but is carefully staged to make their unfortunate partners subject to losses, fines, imprisonment or worse.

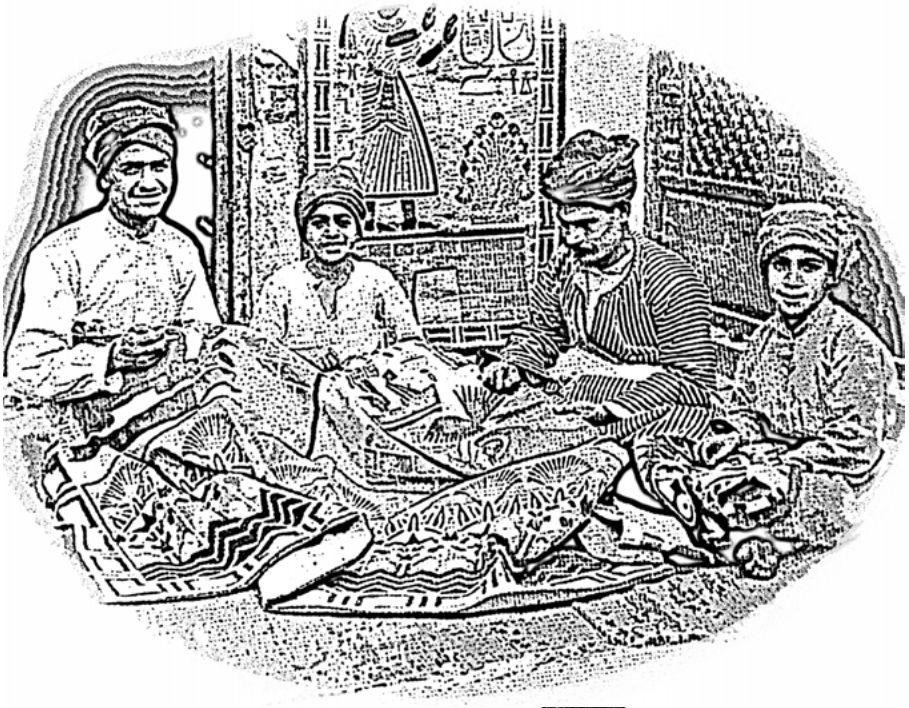
Scams in Thoneport usually involve profit, or the promise of profit. The criminals will prey on the target's greed, sympathy for injured children or animals, pride in their supposed knowledge of the inner workings of Thantieri trade or political situations. It is the firm conviction of every scammer than the target's own dishonesty is what makes them vulnerable. The more the target believes they cannot be conned, the easier it is for the grifter to manipulate them.

When some outsider brags that he or she or ke is very well informed about Thantieri trade, young members of a house will prove their superior knowledge by trapping the outsider in some public embarrassment or worse while making a significant profit for themselves. For example, they may offer a valuable piece of information that would permit the outsider to pressure a deal by threatening exposure of some scandal for the house. This can include an affair between a man of one House and a woman of another which would prove humiliating for the higher ranking House, not knowing that such situations require a minor willingness for the lower House person to renounce their heritage and be "adopted" into the

appropriate house to be presentable as a suitable mate.

Or, there may be a inappropriate transfer of artifact or goods or some other tantalizing tidbit that offers control of the offending House by the outsider, in "exchange" for withholding the damaging evidence the outsider believes he or she or ke has uncovered, only to wind up stripped of their trading status, goods or charged in a criminal proceeding for attempting to use that information against a House.

The "bottom beager" scam is one frequently pulled to play on the outsiders sympathies for the Fallen Houses. The bottom beager gets it name from the sympathies aroused when observing a pack of feeding beagers seem to choose one member of the pack to starve ... the observers usually try to flip a piece of food to the outsider. In Thantis it is not unusual for a grifter to sound out a prospect for sympathies for the Fallen Houses, then to offer a chance to finance a project that will restore honor to House Limen or Adwa. They create fake "proof" that the evidence against a Fallen House was falsely generated by another House – whichever House the scam artists believe is the victim's least favorite. A modest investment in supporting the case would put the victim in a favored trading position with the newly restored House, which could mean several fortunes in trade. When the trickster vanishes with the money and does not reappear for a scheduled rendezvous, the victim discovers there is no such case before the courts and



Portrait Pattern for a family weaving of Master Webber Kanteh Pana Erbin fra Oli fre Willa, his brother Kanteh Pana Tonil fra Oli fre Willa and their eldest sons and students.

they are the latest in a long list of would-be benefactors.

Very few non-Thantieri humans will face prison or execution for such crimes, but the result of being the target of such scams could be disastrous for thones, and particularly Iscin races.

The Thoneport Thriddle Center offers Compact guidance for a posted series of reasonable fees.

Formality of the Bribe

Prices for goods and services in Thantier are supervised and usury is not permitted (in public). When a Thantieri is used to conduct or facilitate a transaction, an appreciation equal to 5-11% of the transaction is expected, depending on the depth and complexity of the Thantieri's negotiation or station. A Limen or Adwan representative will expect, and happily accept, a low appreciation, while a Kovan or Iden may be offended by the same amount. Failure to provide the Bribe may result in difficulty finding another representative to argue for you from any house.

Traditionally the Thantieri facilitator should be from a House normally associated with the goods or services under discussion: Zunis for scientific or technological material, Iden for books or information barter, Khed for legal or trade services, Pars for raw materials or agricultural goods, Kovan for cultural material or clerical services, Pana for labor contracts, Kanteh for crafts or manufacturing services, or the disgraced houses for common brute labor (or such other service as they may be willing to negotiate).

A gratuity above 11%, is considered an insult; that the recipient is somehow needy of charity and unable to conduct business properly. It is acceptable to ask "What is customary?" Requests for excessive bribes, though rare, should be reported to a representative of House Khed, who oversee such matters.

Wise travelers include this "tip" in all calculations for doing business in Thantier.

Spies of Thantier

Thantieri recognize espionage and intelligence to be a normal part of political life and survival. The position of Spy has been elevated to a formal post with each House hosting Spies of the other six Houses. To be a Pana posted as a Spy to the House Zunis is a privilege, while a Pars posted to serve as spy to House Kovan is clearly under some disfavor.

House Spies are included with formal functions, receptions, negotiations and serve as

the formal liaison between host and home Houses. For this reason information passed through the spies can be considered suspect, since the host House will feed the information to its competitors that has been tailored to suit its needs.

Spies develop their own networks and channels and have frequently been known to gather information on Houses friendly to the House to which they are named, but such networks are usually monitored.

Additional sources must be developed through an informal network which, by custom and habit, has no connection to the official spies. These sources tend to be more effective, but such service is dangerous and exposure can result in the unofficial agent's elimination by the official Spy to the house.

Thone in Thantier

Thone are a Thantieri concept that involves the idea of human purity. Thone can include mutations of humans (acubon, salu, trarch, etc.) but is specifically a response to the manipulation of human genetic material to create new children of Earth to survive on Jorune – the "Iscin" races. Iscin is reviled within Thantier as the author of the abominations. Thone are considered subhuman, not people at all, and often only the property laws apply to them

Thone are appreciated by the two Fallen Houses, because they are secure that even the lowest of their low is above the thone.

After a century of total repression, thone again walk the streets of many Thantieri cities, but the only place where a thone may walk alone and unmolested is the Thone Quarter of Thantis. In most other locations, thone must travel in the company of registered owners and carry identification of ownership.

A few districts allow thone to perform menial tasks for their masters independently, but these servants are required to wear an open badge of allegiance to a specific house and surrender identification papers on demand. Thone traveling alone are subject to harassment or arrest, even with proper identification. Death of a thone is considered a property crime resulting in damages to the owner -- but that is not of much comfort to the thone in question, or his family.

Within the Thone Quarter, however, thone may lease, but not own, buildings or businesses, and conduct services for visiting traders, sailors and adventurers. Woffen sailors are regular visitors, but even the most drunken sawotti does not dare to pass through the Thone Gate with-

out a human escort to pose as an owner.

Such a person would be taking a chance though. Humans caught falsely claiming to own thone are subject to fines or imprisonment, depending on how the situation may best serve the House uncovering the crime. Thone involved in such cases are captured, occasionally sold as laborers, or more often publicly tortured and executed, an event which draws a large crowd.

In the event of a public execution, all non-humans are advised to stay off the street, even in the relative safety of the Thone Quarter.

Aliens in Thantier

Races that are not traced to Jorune or Earth are defined as "Aliens," from the old Colonial designation. Alien visitors may travel without the severe restrictions placed on thone, but it is strongly advised such travelers engage a human guide to assist them and serve as liaison with local humans. Guides are available from House Khed, but any human may be engaged to speak on behalf of the alien traveler.

Aliens may not immediately recognize that their acceptance into Thantieri homes provides a certain prestige, and many reports have said the visitors feel their purpose in the visit was a minor consideration while their host concentrated more on showing off the guests to the neighbors.

Behavior outside the perceived stereotypes Thantieri hold can result in negative responses and have adverse impact on negotiations and trade. Experienced diplomats find it wise to play to the racial stereotype. High Masters of the Tan Soor, and revered Eelishondi have found that it is important to learn their expected roles as the bumbling Thriddle, or the effete shanthic priest to complete their mission without incident.

There are no records of successful cases of any alien against a native Thantieri in any court of Thantier for any offense or broken contract. This should be taken into consideration when conducting business within Thantier. Contracts signed with a well paid representative of House Khed as witness have a better record of success.

Tauther in Thantier

Thantier and its citizens recognize that fortunes have shifted to place enormous amounts of money and Earth-tec in the hands of Burdothians. However, Thantieri find Burdothian social principles to be repugnant, so it is wise for Burdothians to keep a low profile in Thantier. The con-

cept of humans elevated above other humans without regard to birth or position is particularly irritating, and can be a good reason for lower class Thantieri to fight and more sophisticated Houses to sabotage business dealings. Tauther are thus advised to keep challisks hidden or not wear them at all.

Even worse is the elevation of thone above humans. This is so offensive that mere mention of it, or worse, demonstration of it (say, a woffen captain seen ordering around human crew) can start a riot.

It is suggested that visitors from Burdoth discuss this problem with their traveling associates – and arrive at an understanding – prior to their departure for Thantier.

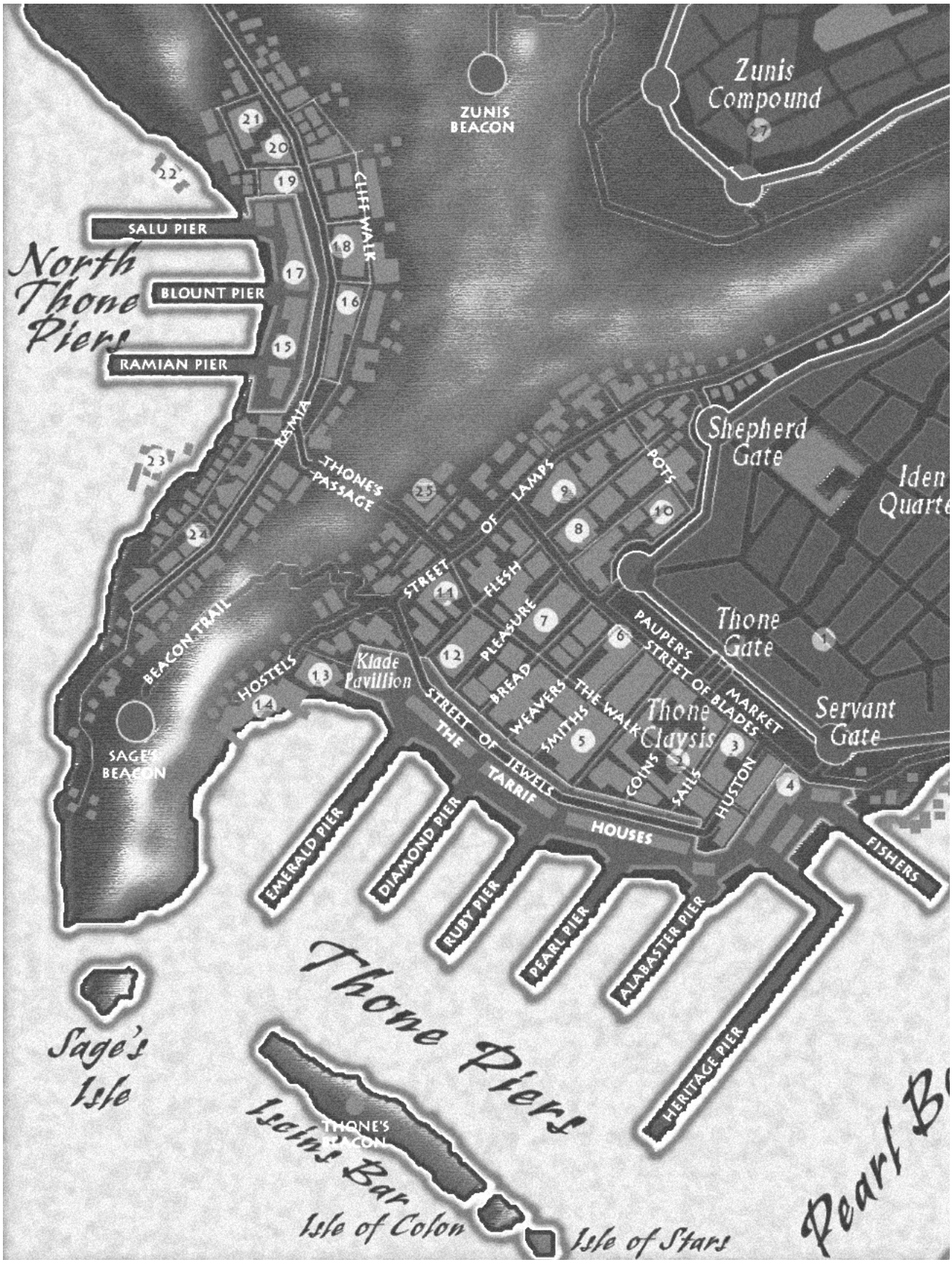
Shanthic Considerations

The shantha observed Thantier with interest, even though formal attempts to open diplomatic relations had been rebuffed throughout Thantieri history. The Eelishondi, or council of shanthic lih-als, regularly debated the appropriate response to Thantieri development, but since their original colonial reservation lands did not conflict with sacred shanthic sites, there was no need or desire to interfere with human development within Thantier's borders.

The shantha were also interested in the way the human culture resisted continual attack and warfare by cleash armies with their scarmis hordes, and ramian attacks on the ports and coastal regions. The Thantieri campaign to exterminate crugar from their western borders and general intolerance of any human manipulated, mutated or "Iscin" race from within their territory disturbed several lih-al, but the Thantieri were allowed to conduct their own affairs without shanthic intervention.

The history of the Houses was further enhanced with the fall of House Adwa and House Limen. When the Nine Houses became the Seven Houses, the Eelishondi found the change to be in harmony with Jorune's seven-fold nature, and the matter was left for future Eelishondi to examine.

In the past two hundred years, representatives of the Houses have gathered for secret meetings with representatives of the Eelishondi in the northern mountains near the Dobenal, but all public reports of such meetings are formally denied and it is not considered wise to inquire about such things with more than casual interest.


Zunis Compound
ZUNIS BEACON
CLIFF WALK
SALU PIER
North Thone Piers
BLOUNT PIER
RAMIAN PIER
RAMIA
THONE'S PASSAGE
Shepherd Gate
Iden Quarte
STREET OF LAMPS
POTS
STREET OF FLESH
PLEASURE
BREAD
WEAVERS
SMITHS
THE WALK
PAUPER'S
STREET OF BLADES
MARKET
Thone Gate
Thone Claysis
Servant Gate
BEACON TRAIL
HOSTELS
Klade Pavillion
SAGE'S BEACON
STREET OF JEWELS
THE TARRIF
COINS
SAILS
HUSTON
HOUSES
EMERALD PIER
DIAMOND PIER
RUBY PIER
PEARL PIER
ALABASTER PIER
FISHERS
HERITAGE PIER
Thone Piers
Sage's Isle
Isalin's Bar
THONE'S BEACON
Isle of Colon
Isle of Stars
Pearl B

The Nine Houses of Thantier

Founded in the first "Century of Grace" the Great Houses have played their parts in the history of Thantier, and even the fallen houses have honor when compared to thone and thone-loving races.

Through centuries of reinforcement the sanctity of the Seven Standing Towers and the Two Fallen Houses receives very little consideration by the Thantieri. It is as it was, has always been and always shall be.

House Zunis

Distinction: Sciences and Exploration

Dress: Dark colors, tricorne hat with badge

Social Consideration: High Ranking Family

Tower: Separated from the main city in the Zunis Citadel, this tower is the highest spire, constructed of colonial ceramics with crystal reinforcement. Fourteen stories high, topped by tapering spire that rises over 200 feet above the streets of the elevated Zunis compound. The top of the tower is rumored to taper to a single molecule at the tip.

Summation: Zunis have mastered all the Earth-based sciences and are second only to the Thriddle in their scientific ability. Closely allied with House Iden, the Zunis have established themselves as the dominant house in matters of scientific information, technical knowledge, and the practical application of technologies. Over generations, the Zunis have become titular heads of expeditions and archeological investigations, preferring to contract with other Houses for labor and organization. After the Fall of House Limen, Zunis took over the role of primary source for medical treatment and training.

Looking up at the Zunis Compound from the Inner Wall.

Languages: Entren and Nipon

Military Role: Zunis scientists and engineers contribute new weapon designs and techniques for the military, and train military technicians in the use of Earth-tec (including bio-tec).

House Pars

Distinction: Resources

Dress: Practical solid color head covering or yoke over straight cut robes, slacks or suits. The color of the yoke tells their area of domain: green (agriculture), black (mining), red (smelting and smithing), orange (lumber), grey (masonry) and blue (aquaculture).

Lady Pars Iden Olillia fra Oldin fre Emoja, revered elder of the Pars.

Social Consideration: High Ranking Family

Tower: A step tower of dressed marble with twelve levels and a three story lighthouse atop the highest level. The tower stands near the Outland Gate on the northwest wall of the city.

Summation: Pars is the source of wealth in raw materials and finished goods that sustains Thantier and Thantieri trade. Closely allied with House Khed, Pars manages huge plantations, mining operations and harvesting of resources in field, forest and pasture. Pars seeks technological advances from Thriddle archives when possible to do so without public identification with the alien race. They also sell precious metals, crystalline alloys and jewels to most of the human communities of Jorune.

The house also claims a role in the revitalization of both Burdoth and Jasp following the Great Dying Times after the Shanthic War.

Languages: Entren and Engl

Military Role: Pars supplies the military, from the finest steel swords to the lowliest tent pegs. Most supply officers in the military are from House Pars.

House Iden

Distinction: History and Education

Dress: Solid color robes or suites with ornate embroidered hems. Head coverings indicate rank, from a wide fold of cloth covering the top of a junior's neck, to the hidden face of a Master Scholar almost unreachable within the shadow of the cowl.

Social Consideration: Moderate to High ranking.

Tower: Wide tower, ten stories with a 70-foot spire. The walls are smooth and sloped but over the years the shape of the base has changed with expansion to include a large protected courtyard where human and thriddle students under Iden contracts operate small copying stations and precious books are produced and traded.

Summation: Iden are dedicated to the seeking of historical artifacts, ancient documents, genealogies and to maintaining the records related to the finds of their treasures. They maintain libraries and collections of artifacts within Thantier and sponsor the Pilgri, a corps of teachers who keep colonial human history before the people of Jorune and teach the ancient human languages. Entren may be the common tongue, but each House maintains a Colonial tongue for internal communication.

House Iden has controls all media within Thantier, from the street corner ahdis to scholarly journals of scientific research. Iden are the printers in Thantier, producing everything from broadsheets to libraries of weighty Thantieri arts and letters, and from cheap placards to painstaking reproduction of centuries of Thantieri art using new processes of engravings, stylization, and multi-color print making.

Honored Translator and Archivist Iden Zunis Francin fra Eldon fre Pedme, Keymaster of Tower Iden.

Languages: Entren and Franca

Military Role: House Iden supports the Intelligence and Records sections of the Military, including maps and information on the forces of Thantier's neighbors.

House Khed

Distinction: Trade and Law

***Thantier's Future**, a position held by the daughter of Khed Zunis Wilana fra Davi fre Margree.*

Thantier's Future is a child who serves from the age of 5 to 13 serve as the symbol of Thantier's hope for its children and future. The position has only been filled by girls for the past several hundred years.

Dress: Straight cut robes, pants or suits with a red sash from left shoulder to right hip to designate service. The size of the sash indicates position within the House, from the red thread of a servant to the heavy scarlet brocade across the chest of a patriarch or master.

Social Consideration: Moderate Position

Tower: A squat, broad sixteen-story tower with a metal and ceramic filigree wrapping, topped with a gold replica of an Earth-Tec surface-to-orbit craft, built in the narrow "throat" of the main city.

Summation: Khed are masters of the application of law, including trade law with outsiders, and employ a host of intermediaries to see to Thantieri trade with thone or non-human populations. The House is also responsible for managing the Code of Swords for internal Thantieri disputes, and are the official masters of international diplomacy. Documentation, bookkeeping and the trade records is performed in cooperation with House Iden.

Early in the Post Colonial era, each of the (then) Nine Houses enforced their own codes and laws. As the Khed emerged as the leaders of trade between other Houses and internationally, it was decided that a single a judicial system that handled all trade, civil and criminal law with uniform application was the best way to grow. House Khed now hosts representatives from each of the Seven Houses to a national assembly, called "The Chamber," that acts as a legislature to manage affairs of state.

Before it became the House of Laws, House Khed was the House of Trade, and it continues to hold this role as well. The House's shipping moves by boat, and caravan, and it employs a host of intermediaries to see to Thantieri trade with thone and other non-human populations. Documentation, bookkeeping and the trade of information -- in cooperation with House Iden -- keeps Thantieri captains moving across the face of Jorune.

Languages: Entren and Eurican

Military Role: House Khed has the main responsibility for the provision of ships and officers for naval duty, and its members also work in the military justice system.

House Kanteh

Distinction: Crafts & Services

Dress: A simple multi-colored yoke across shoulders, belted at waist, worn over brown or blue pants and jerkin. Badges on the yoke may indicate ranks, thought some high ranking Kanteh may go without a badge.

Master of the Book Kanteh Iden Ival fra Ozwan fre Franeh reads the formal history of the Faiths of Earth for the Day Colony celebration at the Tower Iden. Ival also serves as a judge and Chamberlain for House Kanteh.

Social Consideration: Low to Moderate Position

Tower: A 300 foot siege tower with flared 11th story and squat covered roof with statue of a mounted talmaron on the summit. A striking feature of the structure are the many covered observation nests and balconies, designed to protect the original Kanteh fortifications from the talmaron and scarmis raids of the Thousand Year Siege. The base is large pentagonal open space designed as a killing ground for invading cleash and scarmis. Over centuries craftsmen from within the House have continued to donate generations of time to improve the detailed ornamentation of House trim and decoration.

Summation: Kanteh skills extend from simple industry (weaving, milling, and fabrication) to animal husbandry, food preparation (including butchery), and supplying skilled service people for household and industrial positions. Kanteh house servants will carry the badge of the house they serve. Kanteh servants may be bound to secrecy for the house they serve, or may be adopted from Kanteh to become children of the house and subject to honor of their new clan, dropping all references to Kanteh from the Reading of their full Name.

Languages: Entren and Rusa

Military Role: House Kanteh's military specialties are cavalry, engineers, and military construction.

Agents of Labor, Pana Pars Hefne fra Jawal fre Pandaw and Pana Kanteh Georj Fra Gowli fra Bram fre Vidma discuss the needs of an archeological dig contracted through House Zunis.

House Pana

Distinction Laborers

Dress: Simple single color robes, suits with matching head covering (turban, hoods or caps) for the upper class, as little coverage as a job may required for labor in the lower classes.

Social: Low Position

Tower: A ten story round wall structure with apartments within the wall, surrounding a twelve-story tower with a lattice construct over the broad courtyard between the two towers, originally designed to prevent direct attack by scarmis fighters. At the top is a mechanical crystal, isho construct designed to represent a Thantieri Lotus, an isho-blooming swamp flower that builds a tough dead external root lattice beneath the bloom. The lattice increases over the century lifespan of the plant, giving it a symbolic permanent attachment to the land.

Summation: From field laborer to carriers, porters and stevedores, Pana saturate Thantieri life with their constant service, moving goods and passengers. Pana run the streets of Thantieri cities with their two-wheeled carts called hussa, and form chains of bearers to load and unload streams of ships and caravans. Their labor is honored, but most Houses are comfortable in their feeling of superiority when dealing with Pana.

Languages: Entren and Hind

Military Role: House Pana oversees the basic training of all military recruits, and is also the House most responsible for foot soldiers.

House Kovan

Distinction: Public Service

Dress: Dark gray or brown with a brow-bound head covering to provide protection from the sun and to indicate their branch within the family tree with a bewildering variety of colors, stripes and patterns.

Social Consideration: Low Position

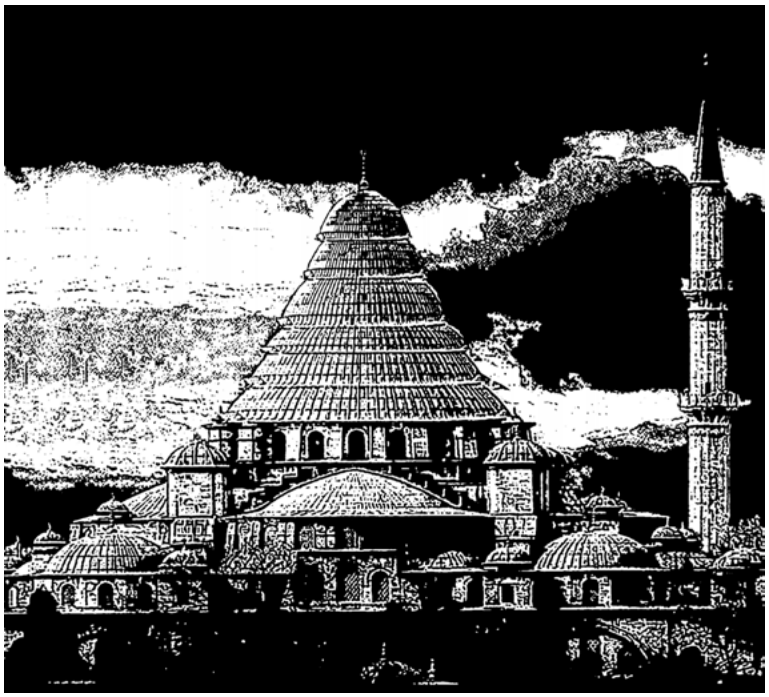
Tower: Six level, beehive shape with each ring gracefully rounded and larger than the ring above it, located in the eastern citadel along the south shore of the Pearl River. The peak carries a bejeweled unteek, a pollen gathering insect of central Thantier.

Summation: Kovan provides clerks, public safety, fire brigade, refuse collection, street cleaning, arbrey stack maintenance, and hauling waste to the burning pits outside the populated areas. Kovan are known to be loud and boisterous in their off-duty hours, but most Kovan have an established reputation as dedicated, hard-working and honorable people. Kovan who step outside the law tend to be accomplished in their chosen fields, but tend to not survive for a very long time.

Caravan Master Kovan Pana Abha fra Ali fre Marim, who organizes trading caravans across the Doben-al, to the shipping ports of Ponteer, and through the Western Trinnu Jungles.

Languages: Entren and Arib

Military Role: Kovan has been granted the grave responsibility of managing military command. It is House Kovan that trains the officers and enforces the Code of Swords.



The Beehive Dome of House Kovan

House Fallen - Adwa

Distinction: Officially, no position for this disgraced house, though individuals may distinguish themselves within a given trade or military service. Adwa (or Adwans, as the members of the house are called) are cheap labor and if adopted into another House will wear at least one article of gray to honor their fallen house.

The Arhivist of House Adwa, the Dowager Adwa Pana Ureen fra Himans fre Waya.

Dress: Light grey robe, without decoration or flourish, with dark color head covering, often concealing the face.

Social Consideration: The Lowest. (shared with Limen)

Tower: None. The six sided base of the tower stands in the Adwa district on the far southwest compound on the south shore of the Pearl River. The foundation stills stands and serves as the site of the few minor ceremonies of marriage or historical recitations held by the disgraced house. The tower, said to be 25 stories, was broken in 1235 by a coalition of the other Houses when Adwa attempted to unify the Houses under one King.

Summation: Adwa are free to travel the streets and roads of Thantier – even the least human is better than the best thone – but within society, they have no position or rank. Adwa may be hired or discharged at will and customary benefits of sanctuary or refuge are not offered to them, nor are such social kindnesses expected. Adwa frequently ally with Limen for mutual benefit or protection, but are not permitted to build above a second story, nor attempt to rebuild their tower, nor make any public display of their family heroes or ancestors.

Languages: Entren and Espan

Military Role: The Fallen Houses have no formal military role. However, members of the Fallen Houses may serve in the military, and the military has a strong tradition of promotion based on merit, rather than status or House membership. Thus many members of the Fallen Houses seek military service as a way to advance beyond the lowly station of their birth, and bring honor to their House.

House Fallen - Limen

Distinction: Officially, no position for this disgraced house, though individuals may distinguish themselves within a given trade or service. Limen are cheap labor and if adopted into another house will wear at least one article of gray to honor their fallen house. Limen and Adwa work in cooperation to prevent abuses from the more elevated Houses.

Dress: See Adwa. Light brown or undyed cloth. Beneath the shapeless robes they may wear valuable jewelry. Fathers within the house will carry one or more knives, hidden from view, to show their status as parents. Those contracted to other houses may carry an item of their employer house as their link to a more socially respectable house.

Social Consideration: The Lowest. (Shared with Adwa)

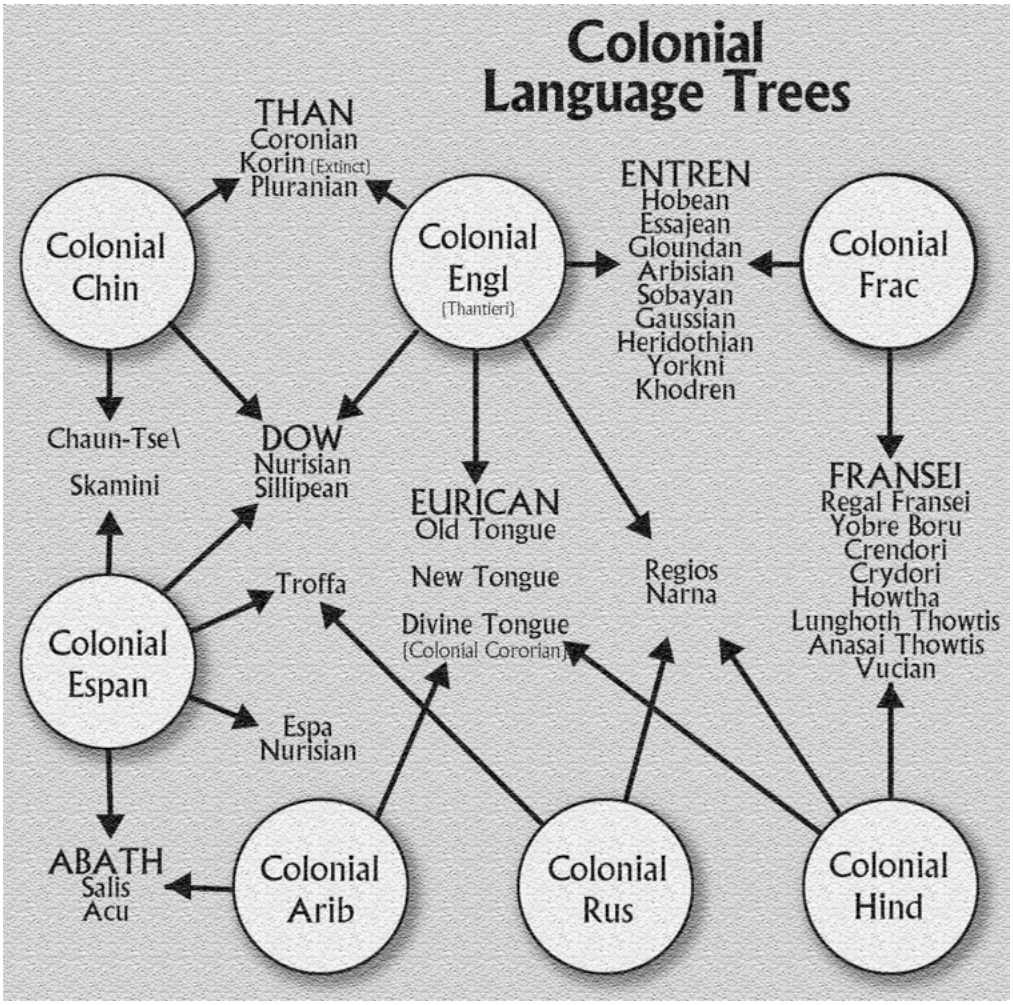
Tower: None. The broken tower has been reduced to its outer walls. The tower was destroyed by a coalition of the other Houses when a Limen scientist loosed an influenza plague in 2148PC, during experiments with ancient Earth-tec biological modules.

Summation: Like the Adwa, the Limen are not permitted any public honor of their fallen house, but within Limen homes you will find scrolls, portraits, shrines, and statues of their familial heroes. At night, in the Free Market, you may find small rituals conducted to honor individuals who have brought esteem to the house through their services to the other Great Houses. To be called a Limen is considered an insult and they are rumored to be thieves and outlaws.

The Four Matarons of House Limen, seen only during formal functions within the walls of the Fallen House. Beneath the robes they wear some of the finest jewelry in Thantis (rumored to be stolen from the higher Houses).

Languages: Entren and Chin

Military Role: The Fallen Houses have no formal military role. However, members of the Fallen Houses may serve in the military, and the military has a strong tradition of promotion based on merit, rather than status or House membership. Thus many members of the Fallen Houses seek military service as a way to advance beyond the lowly station of their birth, and bring honor to their House.



House Iden says the flow of languages from the Colony can be traced roughly as shown.

Languages of Thantier

The Colonial languages are revered in Thantier, and mere Entren is only tolerated if the mission or trade goods are considered to have enough interest. Engl is the official language of Thantier, it is used in the military and for communication between the Houses. Each of the Great Houses uses another historic language as well for internal communication and to maintain the great traditions of their House (Except Pars, which proudly uses Engl internally).

Every Thantieri can speak at least Engl and their House language, and most also speak Entren. Educated Thantieri often speak additional House languages, especially if their profession requires interaction with other Houses. Despite the best efforts of Pilgri missionary teachers, the original colonial languages have evolved, developed regional meaning and splintered into completely separate languages over the past 3600 years.

Thantis

The main districts of Thantis at the mouth of the Pearl River. Several additional small human villages located on the coast above and below the Pearl River are associated with the city and considered as part of the Newfeld Compact.

The City

Within the walls of Thantis, humans will find an interesting, comfortable and well run city with many cultural flavors. The cosmopolitan North Side city is rich in hospitality and services for the more sophisticated traveler, while the South Side offers more reasonable prices in the family-own ed establishments of the Kovan and Khed Citadels, and more modest accommodations within the Limen Citadel.

Foods, rich in spices from the varied farmlands of Thantier, are featured in the various restaurants and illidges, often with free entertainment performances from strolling harpers and acrobats, and large theater productions for the upper classes from Thantier's vast libraries of plays based Colonial and national histories.

Adwan and Limen servers are the norm in all public accommodations, working in the least attractive or distinguished jobs. You may not be able to spot the difference between them (to the other Thantieri Houses the difference is of no concern). Both

Gifts intended for the Lady of the House are always appropriate; metals without jewels, laces, unset stones or bolts of quality cloths are most highly prized..

Papermakers of House Kanteh. Quality papers are always concidered a flattering gift, as testimony to the recipients future intellectual growth.

Houses wear similar grey or brown clothing without any particular styling, but members of House Limen are more likely to wear silver jewelry or blue stones. In recent years House Adwan's younger members have begun sporting three small tattoos on their lower arm or wrist to identify themselves and the clans within their house. Tipping these servers will enhance your Thantieri experience and civil treatment will gain you friends and win quiet information on sites, gossip, and dangers of the city.

Food in Thantis

Each house has its own style of cooking, but for the visitor the restaurants of the Pana and Pars districts will provide the most satisfying experience. Pars faming combines provide a steady flow of fresh meats, fruits and vegetables, while the cooks and bakers of House Pana turn the raw materials into world-class banquets. The Zunis have provided a variety of preservation techniques to make these delicious foods capable of travel as luxury commodities. Pars candies have also become popular across Jorune, competing with the best of the Oriem creams.

Entertainment

All Houses have contributed their share of talent to street entermainment, but the companies are administered by House Iden. Pilgri Harpers, , ahdis and companies of actors who specialize in epic tales of Thantier's long history, with special presentations of stories said to be from the original Colonial libraries. Most classical presentations include accompaniment by musicians from House Iden, who offer festivals of orchestral, ancient rokrole, Earth foka music and contemporary compositions.

Young students of join with their more stage-experienced brethren in the presentation of shortened forms of the great Thantieri sagas, performed

in the streets of the walled city and, infrequently, in the Thone Quarter.

Within Thantier, it is the human voice that holds the highest position of art, and harmony is the idealized form of vocal performance. Rarely a solo singer will appear in the street with a basket at his or her feet to perform a two-hour long condensed version of a Thantieri classic in the first person. Their retelling of the well-known stories of human heroes in the Thantieri repertoire can receive both accolades and a basket full of cash for an artful performance, or they can receive ridicule, physical attack and even possible exile for failing to satisfy their audience's standards.

"Ma Zunis" the sage Zunis Iden Miko fra Tara fre Ellni, the revered author of the Reading of the Name and the structure of formal recognition of the honor of the houses and reduction of internal tensions ofter the 1000 Year War.

Guest Houses

Travelers in Thantis have a variety of accommodations, depending on their station and purse. Pensionnes are recommended for the traveler who would like to conduct an extended stay without draining his resources. For a modest sum you can gain an interview with the head of the house, often an older woman who conducts the business as an extension of her house's interests. If the matron determines you would be sufficiently rewarding and cause little disturbance, she may offer a room in the family building. The fee is negotiable, but a week should not exceed a few Indra per day, plus a choice of meal plans from the house's communal kitchen. Meal plans would include breakfast only, breakfast and evening meals served in the apartment, or the favored plan of breakfast and two meals in the communal dining hall. Dining with the family and their associates is an excellent way to build up a network of acquaintances to assist the traveler in navigating the delicate subtleties of Thantieri politics and customs.

Some of these apartments offer balconies, private entrances, small kitchens and assigned maid and concierge services. Some may include stable facilities, private docks or resident guides. Several

The Trade Docks of the Tariff Houses where certain goods entereing through Thoneport are held for clearance.

Houses maintain pensionnes in the Thone Quarter for the purpose of benefiting from the transient thone population, for whom services can be shorted without repercussion, and profit thus assured.

High status visitors may be offered a place as a "House Guest" of one of the greater Houses or the House with which they will conduct business. While no payment is required, it is considered good manners to leave an appreciation of a few Sages to the cooks, household servants and tradesmen who provided services during your visit. A gift to the family is also good form if you intend to conduct further negotiations with the hosts. Gifts of art or historical significance, particularly related to the Colonial Period, are especially prized.

If you are not lucky enough to be invited as a House Guest, a variety of options are available for human and thone visitors, within the walls of the city and scattered through other areas.

Bio-tec of Thantis

The Earth-tec engineers of Thantis have excelled in the creation of servant creatures to build and sustain their cities, and Thoneport is a prime example of the benefits.

Genon piers, or Dockers, have created and sustained the piers for several hundred years, improving the docks and wharves as time goes by. From thin-limbed creatures that positioned themselves and then died to create the original piers, the Zunis have created a variety of genons who can remove dead material,

repair damaged areas and provide whole structures without interfering with the profitable operation of the port.

In addition to the piers themselves, genon and reco creations maintain the channel for the piers, the Pearl Bay and the Pearl River used for trade with the country's interior. The impressive architectural "archi" genons create and maintain the large tariff houses and the wharves on which they stand. Within their vaulted limbs huge areas are enclosed to house the largest cargo items for inspection and distribution. Similar, but less aesthetic genons create warehouse spaces along all of the docks in the bay and along the riverfronts.

A small breed of Archi has been developed that can travel with an owner on six spindly legs and sacrifice itself to create an emergency shelter larger enough for several people. Such a shelter must be left in place, since the creature dies in the process of creating the shelter, and it is possible to find an old Archi still standing for short term protection.

Beneath the city another army of recos and genons create and repair dual systems to bring water from the distant Dantro Aqueduct and others to handle the city's sewage. Mobile arbrey-stacks seek out solid wastes and digest it on the spot to a form suitable compounds to shape and transport out of the sewers as fuel, or be carried to fields or gardens as fertilizer. Individual chemicals are removed from fluids for collection in a variety of sustainable industries under the supervision of House Pars.

Each home or neighborhood has toilet facilities that use a flow of water to carry the debris and fluids into the sewer system. The odor of the processed sewage is controlled by other varieties of genons that find and bind gasses into less offensive forms.

Water and sewage are pumped by another bio-tec innovation - the lemma, a living multi-chambered pump that pull in, hold and push out liquids through city stations. The main water conduits branch from a multiply-redundant feed system into each home and structure.

Sewer workers (under-workers) are usually members of the Fallen Houses, criminals or thone. They report channels up to three meters across below the city. A special class of under-workers does nothing but map the changes in the water and drainage systems, since the independent organic builders and maintenance function to fulfill programmed needs as they exist within the system and there is no other way to track what channels connects where.

Guide Master Adwa Kanteh Zeya fra Edwon fre Tarei, frequently seen near the Pauper's Market. He contracts members of the fallen houses for service to visitors at reasonable fees.

Outlets of the systems are maintained by special crews of blount and salu who have contracted with House Pana and who are free to process whatever comes through the pipes as they like for resale or use.

From the use of under-workers, arbrey-stacks, genons, recos, blount and salu, almost no sewage is discharged into the bay.

Earth-Tec in Thantis

The Heritage Law provides that Earth-Tec of any description must be surrendered to any Thantieri requesting the object of any non-Thantieri human, a thone or an alien. It is the position of Thantier that it remains the only true inheritor of the Colonial Legacy and that any Earth-tec within its borders is the property of Thantier, House Zunis in particular.

There has never been a recorded return of confiscated Earth-tec to the non-human from which it was asked, and only a handful of returns to non-Thantieri humans.

You are advised to not bring any type of Earth-tec into Thantier, or at least not remove it from your ship.

The Thone Quarter

Non-humans will have a much more limited selection of accommodations, foods and entertainments. For this reasons Thantier is not a popular stop among the "thone" races.

The Thone Quarter has become the best known face of Thantis to the world, with a vibrant shopping district with races and goods from around Jorune. There is a certain cordiality found among the thone races that does not exist elsewhere, most likely from the reality of a shared common enemy. Most of the diplomatic and culture interchanges between crugar and woffen interests occur under the threat of Thantieri law within the Thone Quarter, as do some limited exchanges between the thriddle and ramian.

Sailors and traders have a particular fondness for the Open Docks section of town. Street after street comes alive with the music, laughter, fights and intrigue of a hundred saloons, cafes, flophouses, shops and milling throngs. Thantieri tattoos are an art that seem to be most appreciated and most accomplished in the shops near the wharves of the Open Docks, and traders find exceptional deals in crafts, wines, preserved foods,

Chamberlain of House Khed prepares to light the lamp of a Chamber Session

The Chamber

House Khed hosts representatives from each of the Seven Houses to a national assembly, called "The Chamber," that acts as a legislature to manage affairs of state. ,The Chamber consists of 74 representatives, known as "Chamberlains," and seats are apportioned among the Seven Houses by population. Each House is represented by a "Delegation," consisting of four officers: the Speaker, Vice-Speaker, Advocate and Recorder, and a number of additional members, known simply as Chamberlains.

A Delegation serves for seven years, and the leadership of the Chamber is held by the Seven Speakers, one year at a time. New Delegations are presented to the Chamber each year by a different House, sequentially, so the business of the Chamber can be conducted without major interruption. The year before the expiration of any House's Delegation, the new replacements attend all official functions of the Chamber or their Delegation, and are permitted in lesser meetings or functions.

Each House has its own methods for choosing its Delegation every seven years. In several Houses the Chamberlains are appointed by the leaders of the House, in some the Chamberlains are elected, and in at least one House, the posts are held as hereditary offices, passed from generation to generation within families. While in theory each Delegation is replaced every seven years, it is not uncommon for a Chamberlain to remain part of a Delegation for many terms, shifting between offices as his or her political skill and the will of the House allows.

fabrics, jewelry, armor and information with the captains of ships who choose not to risk too deep a contact with traders in Thantier.

Chief Chamberlain Zunis Kanteh Edvar fra Kejo fre Olas in formal garb. The Chief Chamberlain manages reports on trade in the several Ports of Thantis and makes reports to the Chamber as needed.

The New City of Thoneport

During the rampage of the Maustin Caji in 3457, the Pearl Bay was one of their ports of call. Thantier was frequently the site of mass expulsions of muadra blamed by the Great Houses for everything from plague to crop failure. A battle of dyshas and Thantieri war technology resulted in a great fire burning everything in the Newport, as that section of the city had been called for over one thousand years, razing all buildings south of the citadel of the northern compound.

Thivin, thriddle, trarch, and even ramian traders were eager to reopen the lucrative port and the human masters of Thantis cooperated with the aliens to finance new construction. Newport was made more attractive and the district was renamed Thoneport. Because of trading advantages, all of the Houses made liberal allowance for both aliens and thone within the trading city, while access to the pure human districts followed the older, restrictive codes.

In the past half century, the human mutations and Iscin races have established thriving businesses alongside the aliens, with a great deal of cooperation from the various Houses according to the nature of the trade involved. Zunis remains the most distant, but supervises all transfer of technology – Earth-tec, shanthic or modern mechanical devices – through their docks.

Thantieri find it thrilling to stroll among the monsters, making their own deals for spices, fabrics, utensils, jewelry, art and decorations before their countrymen add their profit to the goods sold within the walls of the city. Visitors are also intrigued at the possibility of a casual chat over a mug of steamed rusper or a plate of fine Pars candies.

The interaction requires a great deal of attention from the Thoneport Guard, who attempt to keep peace before the official Kovan militia is required. The Guard may assist those who might otherwise find no official help in Thantis to get out of town, repair an offense, pay for damage or treat injuries. The red sash of the Guard usually means some assistance, or at least sound advice of how to avoid the full impact of strict Thantieri law.

Within the limitations of interactions with pure humans or damage to people or property, Thoneport has a global reputation for indulgence and pleasure to the limit of one's purse. Many forms of money are recognized and it is not uncommon to pay for a stay with meals using a combination of currency from several of the nations represented by ships in the harbor.

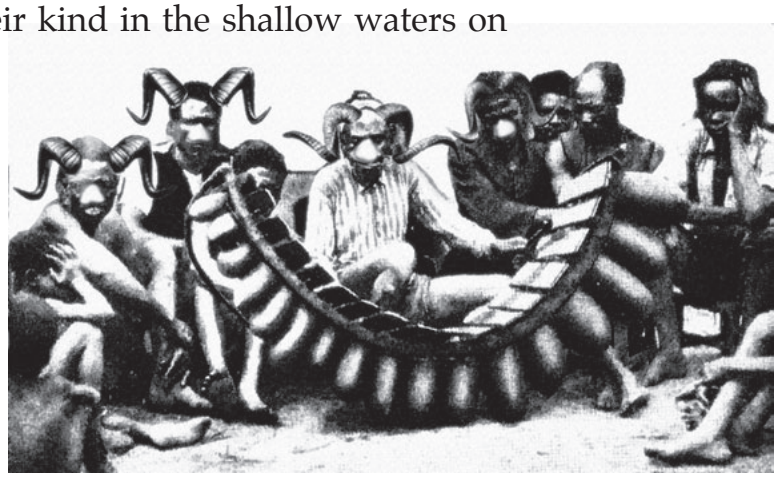
About the Ramia

The rough port of the Ramia is not official a district of Thantis, but has been growing as a side port with accommodations for Ramian, Thivin, Salu, Blount and visitors who may consider themselves to be outsiders, even in beyond the denizens of Thoneport. The Thone Passage, a tunnel beneath the ridge between the Sage's and Zunis Beacons serves to limit travel between the districts and is watched closely by the Office of the Mayor, the Harbor Master and the Daijic contingent of the Thantieri Military.

Visitors are advised to leave this area a wide berth. Workers who ply their trades in the Thoneport and find refuge with families in the rambling path that is the only road - the Ramia - are comfortable in their separate lives. Ramian traders find their own kind more comfortable than mixing among the less fierce races. Blount and Salu maintain accommodations for their kind in the shallow waters on either side of the piers.

The piers themselves deal with the goods of use to the races frequenting the Ramia and should be of no real interest to the traders who do their legitimate business in Thoneport.

Thirddle are particularly cautioned from the temptation to explore the area beyond the Tone Passage.



Thivin street musicians of the Ramia.

Warning for Isho Uses in Thantis

Daijic, or Isho Police, can be spooted by their glowing eyes, a side effect of injesting the meat of hte daij, an isho eating fish.

Isho users are rare in Thantier, primarily because human manipulation is considered an abomination and the user is subject to summary execution - or not, at the discretion of the regional magistrate. The assault of the Maustin Caji on Thantier two generations ago have left a tender wound on the Thantieri psyche. Many families still carry the desire to avenge the deaths of their kindred as a result of the muadran rampage.

Most regional centers have a corps of Daijic, who use doses of the flesh of daij to allow humans to see isho. The meat causes the whites of the Daijic's eyes to turn color depending on the type of isho favored by the daij, ranging from a pale blue (Shal), to a deep and glowing red (Desti). The high frequency Isho (Tra, Shal and Launtra) allow a Daijic to see subtle differences in the types of isho making up the target's Isho profile, but even the most primitive Desti-fed Daijic can see any strong concentrations of isho. Ingestion of daij can result in addiction and a decline in the ability to think and function. No Daijic is asked to serve more than seven years, but some continue to feed their growing need for the isho-charged fish flesh.

If an isho user is allowed in the back country of Thantier at all, it is recommended or required they be heavily dosed with keether limilate to numb their isho abilities.

Unlike most of Thantier, isho use is permitted in certain parts of Thantis and under some strict guidelines. On arrival isho users are identified and registered by the port daijics. So long as no isho-related crime or threat is reported, they are left unmolested within the limits of Thoneport. They, of course, are not permitted within the main citadel without keether and a mandatory human escort.

The volatile situation means Caji keep a close eye on each other, preferring self-monitoring to daijic interference.

By keeping a few caveats fresh in the minds of visiting Caji, isho-users can enjoy a long and uneventful stay in Thoneport.

IF CONFRONTED BY DAIJIC

The proper response to a challenge by Daijic is for an isho-user to open his hands and hold them behind his back. This presents a non-threatening posture and will allow a more civilized interaction between Caji and Daijic.

NOTE: Daijic, like Caji, is both singular, plural, and a title.

History of Thantier

Newfield Station

The human nation of Thantier has its roots in a minor outpost of the human colonies from Earth, originally called the Newfield Research Station. The Station specialized in agricultural, aquacultural and zoological studies. The colonists at Newfield used a wide variety of techniques from Earth to operate farms, plantations and herding stations. Some experiments were made to adjust Earth-based animals and plants to life on Jorune, but the Station focused more on food production than adaptation. In the two years prior to the Human-Shanthic War, Newfield produced abundant surpluses that were shipped to other colonies.

The area around the Station was part of the agricultural district established during the first year of the Colony. A colony leader, Tabinshwehti Thant, negotiated with the Ca Launtra shantha who ruled the eelshon (the shanthic high council) at the time of the human arrival. The eelshon named the new district after her, and called it Hoomanzi Thant Eri, or the Fields of Thant. This name had evolved into "Thantieri" by the second generation of human colonists.

Research in the district focused on the ability to to produce a familiar diet for the colonials, and to adapt Earth-based crops and animals to the Jorune environment. It was found the region south of the Doben-al was weak in isho, undesirable for the Shantha and ideal for agricultural sciences with a minimum of Isho interference. The development of durlig to improve human nutrition was carried out here during the second half of the pre-war Colonial era, and included work by geneticist George Bomoveris, Iscin of later fame, and others (Bomoveris would later play a major part in the Shanthic War). Thantieri workers developed over twenty varieties of durlig, ranging from the giant root form known all across Jorune (and responsible for the continuing sur-

vival of humans outside Thantier), to several delicate tubers considered delicacies in some human subcultures.

The Thantieri region proved to be a rich, nearly Earth-like home for the largest population of humans during the Colonial era.

When the Human-Shanthic War started, Newfield Station was not an early target. There were relatively few shantha in the region, and the Station did not have many of the high-energy Earth-tec systems that attracted warp attacks. Eventually several major systems were hit (the craters remain, west of Freport), but most of the colonists at Newfield had time to evacuate, hide much of their equipment, and modify their farms and facilities.

The War was over in less than a year. In the aftermath, the modest supply of Earth-tec that remained at Newfield Station proved to be one of the largest concentrations of advanced technology and knowledge that survived. As Shanthic attacks became rare, and with advanced food productions systems already in place, the population thrived. The high crop yields that had been shipped to other bases around the planet were instead used to nourish a large families of surviving colonists. For the century after the war, compared to the rest of human-occupied Jorune, the region was a paradise of plenty and comfort.

The Century of Grace

During the "Century Of Grace," as the Thantieri call the 90 years of relative tranquility following the Shanthic War, the Nine Houses formed around cultural backgrounds and areas of technical expertise. Members of one house could train in the discipline of another house, but families took responsibility for the trades under their control. Eventually the children preferred to stay within the training of their own house, and few members learned the trade of a different house.

The united Houses attempted an invasion of Tan-Iricid and were rebuffed. They used their one remaining hovercraft to explore the ruins of colonial research centers across the main continent and what is now called Drail. Refugees were transported to Thantier aboard the hovercraft when possible, but many had to travel on foot or horseback, with Thantieri guides to lead them across the Doben-Al or Temauntro to Thantier.

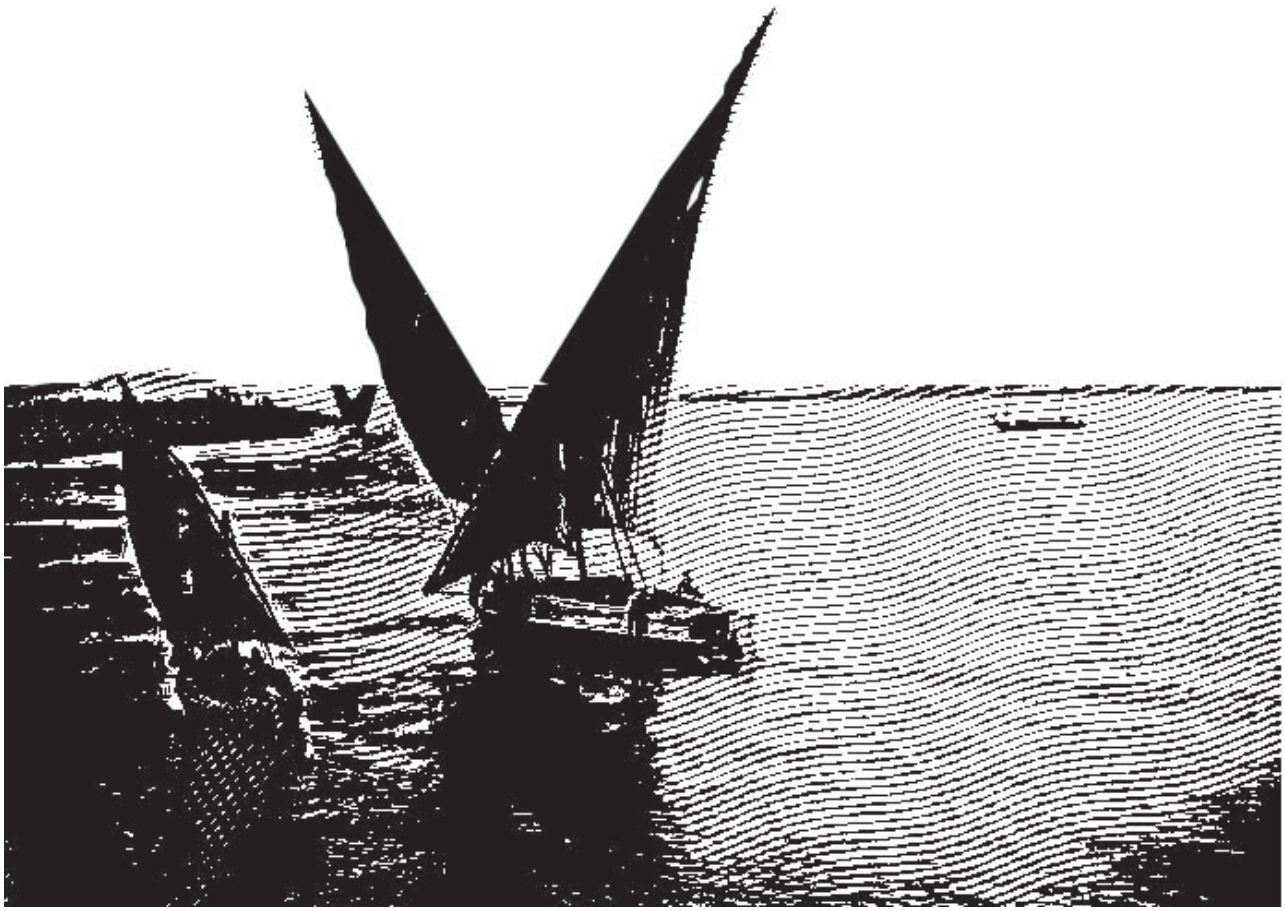
At least five towns were established in this period, sites that would be known to later historians as the Jewel Cities. Modest use of Earth-tec contin-

ued with the united families, primarily for agriculture and medicine. Storage devices provided them with the vast knowledge of how things had been done on their lost home world before their Earth-tec had flourished. Thantieri textiles of this period reveal mastery of both design and the technologies of creating fine animal, vegetable and metallic threads for complex designs. Many Thantieri tapestries of this period have survived and the chemistry used in the manufacture of the threads has allowed these works to survive with almost all of their rich color and textures.

Thantieri agriculture was efficient, and the excess stores of food ensured large blocks of unstructured free time for the elite. Archeological digs show that even the lowest workers had reasonable time off to enjoy a variety of pastimes.

Many of the paper-printed documents created during this period did not survive, but the tapestries, carvings and architectural friezes reveal a time in history that has only recently been equaled in the human civilizations of Jorune.

Thivin merchant sleeps off his midday dose of the drug o-Olis, which should be avoided by non-Thivin visitors.



Salu Chausis are a frequent sight in the Pearl Bay. These speedy craft range from two-masted packet boats to the great 12-masted Master Traders preferred by many international merchants.

The 1,000 Year Siege

Ninety years from the end of the Human-Shanthic Wars, Thantieri life flourished under the third generation of these purebred humans, but it all was changed by throngs of cleash, driving thousands of war-scented scarmis before them.

The hordes drove out of the Trinnu Jungle Lands, turning both south into Ponteer and further west across eastern Thantier, destroying three of the fabled Jewel Cities. The City of Diamonds, City of Emeralds and City of Rubies all fell in less than one week.

Cleash and their maddened scarmis hordes slaughtered the citizens and razed the cities. While the cleash busied themselves searching the conquered cities – for what the humans never knew – the rest of Thantier rallied to respond. Towns and villages were hastily walled and fortified, and young armies marched out to stop the advance of the cleash.

In the first battle after the Fall of the Three Jewels, the cleash pushed their scarmis northward and the City of Sapphires was lost. The cleash force marched on toward the City of Pearls, the last of the Jewel Cities and the present site of Thantis.

At that Battle of Pearls, a hero arose. Dyu Vekki, a young scientist from House Limen, created a bio-tec weapon that broke the cleash's chemical control of their scarmis slaves. With their scarmis attack-hordes suddenly reduced to passive confusion, the cleash were utterly routed by the humans, and fled back towards the Trinnu Jungle Lands.

The invasion, so savage and sudden, left the Thantieri determined to defend themselves. A network of watchtowers was established to signal any new threat, and the emergency fortifications were strengthened and made permanent.

The people of Thantier sought to rebuild the Jewels Cities, but over the next few hundred years, the cleash would attack again and again, twice destroying the cities that had been rebuilt.

By 100 PC, all stores of food from the original colony were exhausted. Iscin's plans for durlig were relatively unknown. The plant was so new that although it is seeded over much of Jorune, most would not eat the noxious leaves and roots. The few communities that do know its value are so hard-pressed that they cannot spare the labor to harvest the deep, massive roots. Human life expectancy falls to 36 years; the secret of durlig and the locations and contents of the cryobins pass into legend.

The Towers Of Thantis

In those times the only structures worthy of construction were massive fortresses that could withstand long cleash sieges. The cleash became more sophisticated in their chemical control of the scarmis, and each invasion took longer to repel by emulating Vekki's creation of the chemical weapon. For hundreds of years, the cleash continued their campaign of terror and conquest, and the Thantieri labored to maintain the strongholds, labs, and armies necessary to to withstand the attacks.

During the war, the Nine Houses became insulated, suspicious of each other. Regions were often isolated by extended cleash occupations, and famines were a recurrent threat. During the years between cleash invasions, desperate Houses raided each other for remaining Earth-tec, slaves and goods. Much of the knowledge inherited from the original colonists was degraded or lost. One small application of

learning did bring notable aid. In 780, Sage Yo, of House Limen, discovered the color-change reaction of the flower called "cleash heart." The white flower of this plant turn lavender in response to some chemical emitted by cleash and scarmis, even if they are as far as 15 miles away. When they get closer, within a few hundred yards, the flower turns a deep purple. This valuable discovery caused the Sage to be declared a hero of the House. The flower was planted broadly all throughout eastern Thantier, and is still.

For over 900 years, the cycle of attacks continued. The Age of Monsters came and went, adding more distress to the beset Thantieri. The mutations that occurred then were viewed with horror, and by the late 500's, it was customary to kill all visible mutants at birth, and to banish or execute muadra and boccord when their condition was revealed at puberty. This hostile attitude towards human variants remains part of Thantier's culture.

Without reason or discernible cause, the Cleash invasions stopped after almost a thousand years The last large force of cleash and scarmis withdrew from Thantier in 1104 PC. While a few small parties of cleash continue to be spotted in the forests and jungles of eastern Thantier or northern Ponteer, the large-scale attacks ended as abruptly and inexplicably as they had begun.

The cleash disappeared, but they left scattered groups of scarmis behind. Small clans of these

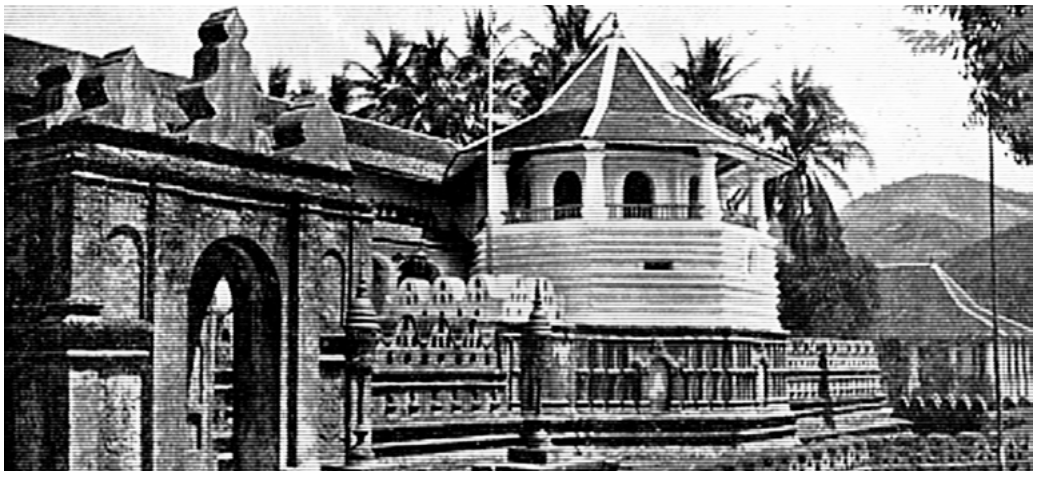
Reception porch of the Chamber in Tower Kanteh where small groups of whispering Chamberlains determine the future of Thantier.

independent scarmis attempted to set up villages within Thantier, but were feared as potential weapons in future cleash invasions. The settlements were soon destroyed and the scarmis within were exterminated or driven back into the East Trinnu Jungle Lands. The scant artifacts of this scarmis presence in Thantier, the first known occurrence of independent scarmis communities, are precious to Thriddle scholars and historians of most races.

For the next few centuries, the Houses expanded and struggled with each other. Exploration parties range far beyond Thantier. In 1127, an expedition from Thantier encountered and Ardothian group originally from the Gauss Valley. The Ardothians had never seen cleash, described to them by the Thantieri, and consider crugar to be their main enemy. The Thantieri think of crugar as a minor nuisance, and are unimpressed by the Ardothians. The two parties separate with no desire to resume contact with each other.

Within Thantier the Houses struggled with each other. Vendettas, raids and intrigues seemed never to end, and weakened all of them. Eventually the leaders of Houses recognized their need for a stable seat of government. In 1172 they signed the Treaty of Thantis, establishing a new city and seat of government, near the site of the ruined City of Pearls. It was to be a shared city, for diplomacy and restructuring of Thantieri society, to improve the conditions of all of the Houses through cooperation. All the Houses signed the Treaty and contributed to the construction of the new City of Pearls. Eventually each House had a compound there, and by the end of the 15th Century, each had built a unique tower in the heart of its compound, with most of the Houses sharing defensive outer walls.

The Treaty did not go unchal-



Shrine to Colonial Master Karl Bomoveris, found on the stellar observation porch of the Zunis Compound.

lenged for too long. In the early 1230's an ambitious and politically brilliant leader, Orinya Adas of House Adwa, gained tremendous power. With a skillful blend of diplomacy and military strength, he nearly brought all of Thantier under his rule. Eventually the other Houses united against him , and he was deposed. In reprisal, the other Houses unite in pulling down the Tower of Adwa, and stripping the house of all standing.

By the 15th Century, the Thantieri had settled into the class system that continues to dominate to this day. As the Houses began to produce more than was needed to survive the long cleash sieges, they began to trade with the outside world. The threat of non-humans, dubbed "thone" by House Iden in a treatise on the rightful position of humans at the top of Jorune society, was reduced by the creation of "thone quarters" in several port and caravan cities, that largest of which is in Thantis. To this day, outside of these quarters, thone who are not accompanied by a Thantieri, or at least a human, are subject to harassment, arrest or summary execution, depending on the race and political situation. Unaccompanied thone found within any of the Thantieri towers are still subject to public execution, which is a surprisingly festive event for the citizens of the town.

Prioress Iden Kanteh Janee fra Holden fre Virigi, master of the Pilgri Academy, appointed by the Chamber.

In the period after the Cleash Invasions, two of the original Nine Houses were disgraced and their towers destroyed (see "The Nine Houses of Thantier"). The remains of these towers were permitted to exist, with most of the families once affiliated with those Houses still living close to their ancestral towers.

Thantieri Missionaries, The Pilgri

During the Century of Grace, House Iden established the Order of the Pilgrim – now widely known as the Pilgri. This was a dedicated corps of young scholars trained to carry basic educational ideas to surviving bands of humans beyond Thantier's borders. The goal was to keep the history of Earth alive and the primary trade language, then known as English, in as close to the original form as possible.

Pilgri novices train for several years, usually starting in their early teens, and make a nine year commitment to their missions - one year for each of the nine founding houses. They take vows not to serve any nation for espionage, not to own any property, and not to dwell in a single location longer than one year. From the beginning, the arrival of Pilgri, who travelled in small companies, meant news from distant places, education, music, singing and a general festival. One of the Order's great successes is that Entren remains close to its colonial origins, and is widely used as the lingua franca of humans on Jorune.

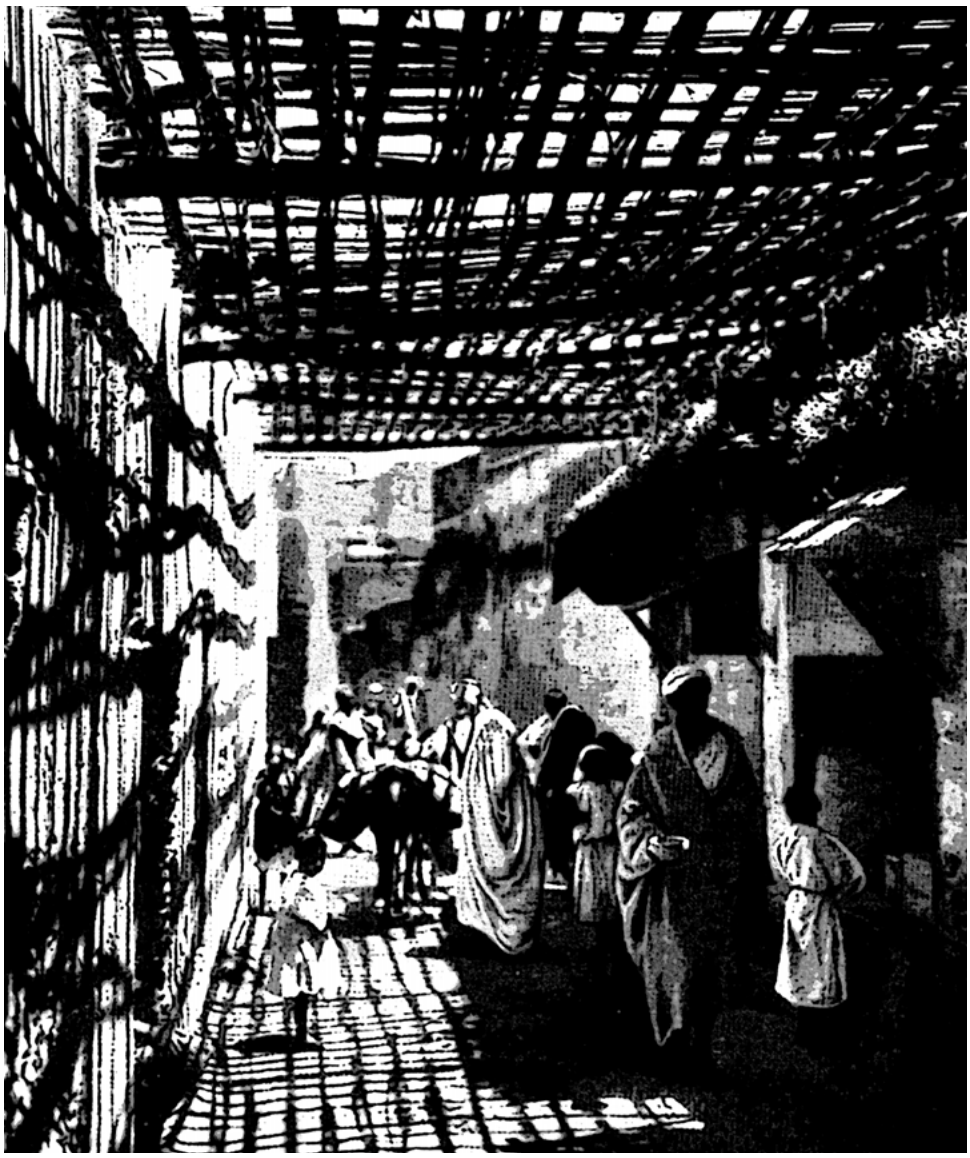
Over time the Order established three branches, the Ahdis, the Programmers, and later the Harpers. The Ahdis were the first Pilgri to leave Thantier. They modeled themselves on the old town criers who announced their presence and the start of each session with a bell, gong or recognized shout. Ahdis could travel in teams or strike out alone as a solitary Pilgri, known as a Walker.

The Programmers modified the eight surviving kesh-ton automatons (that were still active throughout the Thantieri territory) for long-term search for human survivors. When they located human communities, they were programmed to provide a fundamental education of Earth's languages and culture, the history of the human presence on Jorune, and basic literacy. Towards the end of its stay, each automaton also gave instruction train teachers who could continue the lessons after the kesh-ton's departure. The kesh-tons lasted far longer than the Programmers, but both the Programmers branch and their tec-tons have been gone for many centuries.

The Harpers evolved from the Ahdis with a theatrical approach to their mission. They used the model of Earth's historic troubadours to bring history, education and information in the form of entertainment. Pipes, stringed instruments and song heralded the arrival of Pilgri for the beginning of their sojourn into the far reaches of Jorune. The Harpers also created a communication line with the Mother House in Matrow with a system of runners. The runners became a source of new information for the Harpers to provide to their audiences. Candidates recruited from the settlements they visited found serving as a new Runner, in the company of an established Harper, gave them an excellent chance to see their first Thantieri city.

In the more remote parts of Jorune, Pilgri still trudge the road and carry the lessons, news and culture of the original Colonials.

With the growth of trade and the explosion of "things" to own since the Energy Weapons War, the Pilgri are looked upon as a bit odd and exotic in some of the more prosperous regions of Jorune. Pilgri are still welcomed throughout Thantier because they tell the histories of Earth, the Colony and the Thousand Years Siege, and some cities have set aside accommodations to encourage Pilgri presence. Despite this, in recent centuries the number of Pilgri has steadily declined.



The shaded alley between the Street of Lamps and the Street of Flesh.

In the past few centuries troupes from Ardoth, Heridoth, Khodre and Jasp have developed touring companies based on the Harpers, but bringing educational lectures with sideshow entertainments on a regular schedule. By changing topics for the educational portions and returning favorite acts to the hinterlands, they fulfill the role of the Pilgri for non-Thantieri districts. They also serve communities of Iscin races and human variants more freely that the original Harpers do, or did. The Orders' roots in Thantier have meant that Pilgri have tended to focus their efforts towards "pure human" communities. Many individual Pilgri have been more open-minded, and the further you get from Thantier, the more likely you are to find Pilgri happily serving any community of Entren-speakers.

Thantieri Timeline

0 PC - Ships from Earth stop bringing supplies and information from earth. Colonists divide into two camps; adapt to Jorune as other aliens have learned to do, or expand by taking over Shanthic lands,with force if necessary.

0001 PC - The war begins - Shantha destroy concentrations of Earth-tec in all but Newfeld Research Station in present day Thantier. Thantier's modest supply of Earth-tec will quickly become the most significant power on post-war Jorune. It becomes clear to many surviving colonists that shanthas avoid killing humans who do not carry Earth-tec, but hunt down individuals with subtronic equipment, tectons or those located near Earth-tec installations. Recommendation is broadcast from colony near Jasp to bury Earth-tec in cryo-bins to survive; retrieval of equipment in small amounts can come later. Human population reduced to a few thousand individuals scattered across Jorune.

0002 PC - Thantieri survivors begin exploring other research centers with the region's one hovercraft. They gather a few survivors, survey extent of destruction, but do not find the caches other colonies used to hide their Earth-tec from shanthas.

0011 PC - Thantieri journey to Tan-Iricid to follow up on earlier surveys. Thriddle, eager to learn of the colony and its lost work, welcome the visitors and share their island with them. The Thantieri decide the location is so important and easily defensible that they must have it for their own.

0012 PC - Thantier invades Tan-Iricid. Thriddle drive back the Thantieri assault with unknown technology involving massive amounts of isho power. Most of the Thantieri Earth-tec is lost or destroyed during the assault.

0013 PC - Thantieri communities begin long history of internal skirmishes for control of remaining Earth-tec. A modest stock of Earth food seeds is available for low-tech agriculture, and small farms are established.

0042 PC - The last eleven original survivors of Newfeld Research Station establish a network of trails and stations to keep as much contact as possible between the various camps of survivors in Thantier. Population of Thantier is estimated at 5,000.

0090 PC - Cleash begin to come into Thantier. First contact between Thantieri and cleash results in major battle leaving over one hundred colonists and twenty cleash dead. Ensuing skirmishes show that cleash kill with little provocation. After human retaliation, cleash begin to attack on sight. Thantier begins to build and live in fortresses.

0095 PC - Cleash insurgence in Thantier becomes much stronger and continues for approximately the next thousand years. Thantieri colony network destroyed, possibly due to cleash activity. Swordsmithing and weapon-making rare vital basic crafts. Siege warfare is reinvented for use against the cleash. Thantieri civilization regresses as it struggles to cope with the growing cleash threat.

0100 PC - Last of Earth-supplied foods are thought to have been exhausted. In Thantier, human population declines without fresh stock to replenish bio-engineered Earth foods. Iscin's plans for durlig are relatively unknown. The plant was so new that although it is seeded over much of Jorune, most will not eat the noxious leaves and roots. The few communities that do know its value are so hard-pressed that they cannot spare the labor to harvest the deep, massive roots

Human life expectancy falls to 36 years; the secret of durlig and the locations and contents of the cryobins passes into legend.

0350PC - On Day Colony, the Society of Pilgrims is founded in Thantier, probably in Matrow. The members pledge education of Earth, the Colony and a pure human ideal across the face of Jorune. Through their efforts, Entren has remained identifiably close to the Colonial English. Entren remains the common tongue of trade, law and science throughout most of the nations of Jorune.

0400-0600PC - The Age of Monsters affects Thantier as it does other parts of Jorune. Many mutations first appear, including acubon, boccord, muadra, salu, and trarch, and many other variants that do not breed true. The horrific array of defects and mutations causes widespread fear, public persecutions and execution of mutants begin. By 0570PC, visibly mutant children (trarch, salu, acubon, etc.) born in Thantier are killed at birth; muadra and boccord children are banished or killed at puberty.

0781PC - Sage Li Peter is elevated as hero of House Limen after he discovers the reaction of "cleash heart" to nearby cleash or scarmis. The flowers are densely planted across eastern Thantier as an early warning system.

1105 PC - Cleash attacks in Thantier end abruptly.

1127 PC - Expedition from Thantier encounters Ardothian party descended from survivors of North Valley Research Station in Gauss. Ardothians have never seen cleash, described to them by the Thantieri, but consider crugar to be their main enemy. The Thantieri think of crugar as a minor nuisance, and have no respect for the Ardothians. The two parties separate with no desire to resume contact with each other.

1235 PC - Unification effort by House Adwa leader Orinya Adas fails. House Adwa's tower is destroyed and the House is stripped of all standing in Thantier.

1200s-2700s - Thantieri culture thrives in the absence of the cleash attacks and the house system becomes more formal in structure and protocol.

2772 PC - The Treaty of Thantis is signed by the Houses, formalizing their positions within Thantier and the foundation of Thantis, the City of Pearls. Since this time Thantis has flourished with trade to the far points of civilized Jorune. Thantier is a long established source for quality textiles, foods, tools and knowledge, with the heaviest traffic trough Thantis and Ponteer.

2848 PC - House Limen is destroyed by the other Houses after Limen scientist Wajjoon Heng accidentally releases a strain of influenza from a cache of Earth-tec.

3140 PC - Thantis sends troops to take control of the Thread of Ponteer, the narrow point between the Sea of Cerridus and the Kymay Gulf. They construct a fort at Point Khoffa to house a force intended to control Ponteer. A coalition of Heridothian humans, muadra and boccord with factions of salu, woffen, bronth, trarch, and even some free Ramian opposes the Thantieri effort and restricts Thantieri control to the northern part of Ponteer.

3438 PC - Thantieri forces lay in wait for crugar driven back from Ardoth after attacking across the Doben-Al. Forced back by Ardothian forces armed with newly-recovered Earth-tec , the crugar are then hit hard by the Thantieri. Chaln Docha dies on the retreat back to Temauntro, falling victim to a Thantieri lance. Ardoth's Prince Khodre Allonkarb robbed of satisfaction of defeating the crugar leader directly.

3456 PC - Maustin Caji take over Rhodu, Anasan's capital city, and terrorize population. They take a ship and travel to Thantier. During their raid on Thantis, the Newport section of the city is razed by fire.

3457 PC - Maustin Caji terrorize Thantieri population as they travel through the realm. Upon reaching the city of Obothin, they commandeer another ship and set sail to Tan-lricid. Ransly Creb, a Burdothian, is forced onto the ship when the Maustin Caji kidnap him as a hostage.

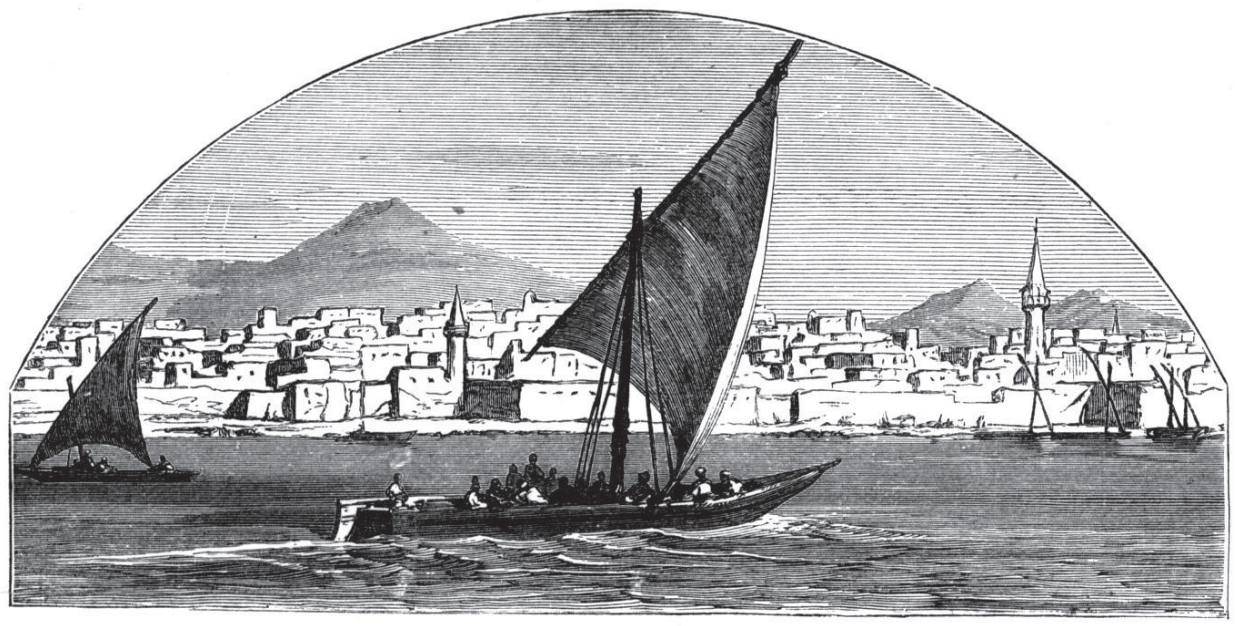
3474 PC - Thantier exchanges their first ambassadors with Burdoth, Ardoth, Jasp, Khodre and Sillipus.

3497 PC - Beginning of widespread use of daij by Thantieri yords. Daijic yords patrol the borderlands and the ports, locating and driving out Isho-using thone. Isho-users visiting Thantis are singled out for forced keether feedings to keep them free of any isho threat.

3501 PC - Lights are seen above Thantier, trailing from the ground to the moon Desti and back. They are dismissed as hallucinations but several people who watch for them contend it is a real threat to Jorune.

3503 PC - House Zunis opens three archeological sites in cooperation with Thriddle scholars. One in the Sydra District of Burdoth (working with Burdothian Iscin), one in the swamps on the eastern edge of Thantier, near the West Trinnu Jungle Land, and a third in eastern Temauntro (with investigators from Jasp and Khodre, and even some crugar). Various stories are told as to the reasons for the sudden interest in archeology beyond Thantier, but it is clear that the Zunis have some information they are not sharing with their partners.

3507 PC - A Desti shantha is released from a Keeper Rod in the Sydran site archeological site and almost destroys the expedition before being driven deeper into the Cushindell Swamps. The tologra of Shardeen begin to build a wall to separate them from the Ramian of Gilthaw.



Salu ferry passengers to the Sages Dock on the Pearl River.

Thantieri Glossary

Adwa, House – Disgraced and dissolved Thantieri Great House. Stripped of status as a Great House during a war to unify Thantier under their control. House Pars took holdings of Adwa in 1235 and unofficially recognizes the bloodlines of Adwa. Adwa shares the lowest status with House Limen. Al-Adwa are forbidden to carry any weapon other than a utilitarian knife and may not bring charges before Thantieri courts.

Amial – Aquaculture station for House Pars on the west side of Storell Bay.

Ardan – the "lesser Harpers." See Pilgri.

Argai – Western port controlled by House Khed.

Asepin – Grain city of House Pars on the Sevait Plains.

Ashwin – Meat processing center for House Pars on the northern edge of the North Moors.

Azger – Tradesman village in the Motrow Mountains in southern Thantier.

Azgir Island – Adwan outpost in Sage's Bay, west of Thantis.

Burls – Farming and preserved foods educational center of House Kanteh.

Ca-Launtra - Shanthic cult of The Flow; color of the sect and moon is green. Tenders of plants and makers of limilates. Found in Delsha, Drail and Thantier.

Carissey - Longest established family house in present-day North Khodre. Probably of Thantieri origin, see Carrisy

Carrisy – Family from House Adwa, powerful and feared in Ardoth.

Cashen– City of Refuge on the western coast of Thantier, formerly called Freport. This pure human city does not recognize the authority of the Houses. Cashen claims that ancient colonial tradition allows it to be a refuge for any outcast or criminal, except for the crimes of treason to Thantier, child damage, or murder of a human. Such criminals may reside in Cashen for many years, but are subject to extradition to other Thantieri cities for trial.

City of Diamonds – First city to fall to the Cleash invasion at the beginning of the Thousand Year War. Ruins are east of Settuma.

City of Pearls – – The fourth city destroyed at the beginning of the Thousand Year War. Thantis now stands as the Treaty City.

City of Rubies – Third city destroyed by the Cleash, ruins just east of Matrow.

cleash heart – A white flowering plant that turns lavender and then deep purple as cleash approach. Lavender indicates cleash within 15 miles. Purple indicates cleash within 500 yards.

Cruiser Pass – Break in the wall of the Sevait Mountains, west of Mt. Hurog.

Da-eeli – The southernmost city on the West Trinnu border.

Day Colony - Thantieri holiday on 1 Mullin of each year. Celebration of human ties to the original Earth colonies. Families bring out treasures of Earth-tec and trinkets for public display and sing their family trees, linking them to the colony. Only pure humans are allowed inside Thantieri cities during the day and night of Day Colony. All others must stay outside the walls.

DharWin - Wealthy and somewhat feared Burdothian family with ancestral ties to Thantier.

Drakswell – Warehouse town of House Khed on the Lanna Road, north of

Keiraak. Sit of the original Earth Colony (Drake's Station).

Drawkis Order - Two secret societies have used this name. The first group originated in Thantier shortly after the Age of Monsters, and worked to insure the position of pure humans as the dominant and race of Jorune. The second group has existed for only a few decades, since end of Energy Weapons War, and is maintained as a secret society among the great houses. This group is dedicated specifically to removal of the crugar threat from Jorune (cygra are usually classified as crugar in minds of this hate group).

Drawks – An insult applied by non-Thantieri to any member of the great Houses. A reference to the Drawkis, who are not held in high esteem by most members of the general population.

Dyu Vekki – House Limen scientist who released influenza plague of 2148PC. The family name of Vekki was expunged from Thantieri records and the tower of House Limen was brought down.

Ei-Tana River – Primary stream in Northwestern Thantier.

Erucia – Island fortress within Erucia Cover near North Moors.

Falannat – Herding and meat processing city east of Lanna.

Folland – grain center of eastern Thantier, House Pars.

Freport – see Cashen.

Great Houses – The nine extended family groups that were the central organizing powers in Thantier at the beginning of the thousand year war. Only seven Houses remain, which is seen by some as Jorune's acceptance of Thantieri claims to their land, with its seven sources of Isho and seven moons.

Harpers – see Pilgri.

Heilitz – Frontier city of the Kibrolan valley.

House Adwa (unofficial) – Disgraced and dissolved Thantieri Great House of Trade who lost their house during a war to unify Thantier under one House. House Pars took the trade holdings of Adwa in 1235 and unofficially recognizes the bloodlines of Adwa. Adwa shares the lowest status with House Limen. Adwan are forbidden to carry any weapon other than a utilitarian knife. Adwan cannot bring charges in Thantieri courts.

House Iden – Thantieri Great House of History and Education.

House Kanteh – Thantieri Great House of Crafts and Services.

House Khed – Thantieri Great House of Trade and Law.

House Kovan – Thantieri Great House of Public Service, including yords, fire brigades and sanitation.

House Limen – Disgraced Thantieri Great House of Science. In 2148, scientist Wajjoon Heng accidentally released a mutated influenza virus that kills tens of thousands. Heng was publicly executed, the House was disgraced, and formally pulled down, and the Limen Tower was destroyed. Limen families maintain strict observance of family bloodlines and keep reliquaries within their homes in the former Limen district. Limen are forbidden to carry any weapon other than a utilitarian knife. Limen cannot bring charges in Thantieri courts.

House Pana – Thantieri Great House of Labor, the most visible of all of the Houses and the lowest in the social structure.

House Pars – Thantieri Great House of Resources, including mining, agriculture, lumber, masonry and aquaculture.

House Zunis – Thantieri Great House of Science and Exploration.

Iden, House – Thantieri Great House of History and Education.

jikk - Thantieri flute-like instrument. From Companion: Ardoth

Kanteh, House – Thantieri Great House of Crafts and Services.

Kaol – Mining and aquaculture village in western Thantier, accessible only by boat of on foot through the Westhani Mountains.

Keiraak – Mining town at the foothills of the Hurajai Highlands, House Pars.

Khed, House – Thantieri Great House of Trade and Law.

Kibrolan – A river connecting the Hurajai Highlands to Thantis and Sage's Bay.

Kibrolan (Pearl) River – Main waterway along the border with the Doben-al. Ancient name is the Pearl River.

Kovan, House – Thantieri Great House of Public Service, including yords, fire brigades and sanitation.

Kralarach – A modern city hosting the primary training school of House Iden, built on the ruins of a ramian settlement at Lake Ei-Tana, source of the Ei-Tana River.

Ku'ransnell – Port city of House Khed.

Ku'rashell River – South flowing river from Mt. Hurog to Ku'Rashell through the Hugajai Valley.

Lanna – Formerly "Sagestown", core trade city of House Pars.

Limen, House – Disgraced Thantieri Great House of Science. In 2148, scientist Wajjoon Heng accidentally released a mutated influenza virus that kills tens of thousands. Heng was publicly executed, the House was disgraced, and formally pulled down, and the Limen Tower was destroyed. Limen families maintain strict observance of family bloodlines and keep reliquaries within their homes in the former Limen district. Limen are forbidden to carry any weapon other than a utilitarian knife. Limen cannot bring charges in Thantieri courts.

Lorgin Klades - Group of klades viewed with contempt for high prices and poor services. The klades' mother house is in Thantis, Thantier, and is part of House Pana, but the klade are recognized across civilized Jorune. Some member klades: Aciloss, Kainayne, Kastril-don, Lermpha, Mersigh, Rutterbus, Shaedir, and Ubrissa. From Companion: Ardoth

Matrow – A city north of Thantis on the Pearl River. Home of the Order of the Pilgrim, aka the Pilgri. House Iden.

Maustin Caji - Original band of muadra Caji Gends trained in dysha use. Many years later, a group of exiled caji from Ardoth used the same name. They rampaged through Anasan, stole a ship, rampaged through Thantier, and were finally stopped by Salrough Gomo on Tan-Iricid. Also, "MC".

Melin – A remote fishing village in western Thantier, also a vacation and recuperation resort for Houses Pana, Kovan, and Kanteh. The nearby hills have many small farms for the families of those Houses and outlanders or other Houses are not made welcome.

Mt. Hurog – Active crystal volcano, one of the few known to exist on Jorune. There is conjecture that this is the scar left by the Thutubir Sky Realm (also calledWeary Vaulter).

Newfeld - A very well-guarded meadow in Thantier, on the Sage's Plain between Lanna and Folannat. The elite of Thantier meet here to prevent (or plot) intrigues. The name derives from "new field", from the Earth colony of that name. This was the last landing strip built by Jorune-to-Orbit for colonial supply. .

North Moors – Marshes to the east of Egnaro Bay.

o-Olis - Addictive limilate favored by Thivin. Expensive. It produces a mild, dreamlike state. Non-thivin

have varying responses, from sleepiness to cardiac arrest.

Obnithin (Sofeld) – City south of Thantier at the mouth of the Varkis River. Site of ancient landing field for Colony re-supply.

Obothin - Port district in southern Thantis.

Pana, House – Thantieri Great House of Labor, the most visible of all of the Houses and the lowest in the social structure.

Pars, House – Thantieri Great House of Resources, including mining, agriculture, lumber, masonry and aquaculture.

Per'Kulai Valley – Northern valley of the Dharmoral River.

Pilgri – A walking traveler, the society of Pilgri were an early education mission for young Thantieri for two millennia. Also known as Harpers, for their stringed instruments played during recitation of news from other regions and lessons. Solitary Pilgri became known as Ardan, the Lesser Harpers.

Phandru – One of the original colonial research stations. Rumored to have been the home base for Karl Bomoveris, the geneticist who created the shantha-specific plague during the Shanthic Wars.

Pluran - Very old, monotheistic religion that worships a god who intended only pure humans to survive on Jorune. Religion of most humans in Thantier. From Companion: Ardoth

Ponteer - Isthmus connecting Thantier to Drail. Site of ancient ramian settlements.

Raldin Marsh - The area near the ruins of the first Iden fortress, overrun by Cleash in an attack in 652, is marked by stunted growth in flora and fauna. Prolonged presence in the Raldin Marsh can cause a condition called "Porter's Faint" which can mean increasing weakness, open sores, hair loss and ultimately death.

Raldir Jungle – A pocket of the Trinnu Jungle with many of the same creatures and some unique local varieties.

Rardin River – Winding river that dominates the Westhani peninsula, draining the Raldir Jungle basin and most of the peninsula.

Risec – An aquaculture station of House Pars on the east side of Storell Bay.

Rovindbarry – Limilate research station and trade center for House Zunis.

Sage's Bay – The natural bay of Thantis.

See'iss - Desert located between Thantier and West Trinnu Jungle Lands.

Selgun – Village along the Trinnu Road, leading into the southernmost Doben-al.

Sella – Retreat of House Iden, near ruins of Phandru Colonial Research Station.

Sevait Plans – Open, fertile valley between the Sevait Mountains and Dharmoral Mountains in south central Thantier.

Sokoth – Village on Azgir Island.

Storrell Bay – Bay north of Tan-Iricid

Suttema – A mountain village on the north Ponteer Isthmus.

Terc – Fortress City of House Kovan at the mouth of the Sevris River.

Thantier - Realm of humans on southern border of the Doben-al. It faces the Sea of Cerridus. Citizens are strongly "pro-human," with the concept of "thone" for any intelligent creature that is not purebred human, including mutants and the Iscin races. They are also enemies of Burdoth; - showing a challisk in Thantier is not advised.

Thantis – Treaty city of Thantier, built on the ruins of the City of Pearls.

The Wall - A barrier mountain range

along the western edge of the Westhani peninsula.

Thodic Mountains - Mountains that border Thantier on the north. This is the southernmost range of the Dantrellas that divide Temauntro from the Doben-al.

thone – Thantieri term for any intelligent creature that is not pure human. Usually implies inferiority.

Thoneport – Formerly Newport, the section of Thantis set aside for thone and primarily a center of trade for items deemed desirable by Thantieri. Originally a slum, the Thoneport has thrived with new construction to replace old buildings destroyed during the fire of 3457. The influx of cash from thone sources has made Thoneport an important and exciting stop in the itinerary of most traders across the Sea of Cerridus. Once through the Thone Gate, visitors are under strict, human-favored laws, but in the Thoneport life can be rich, luxurious, dangerous and profitable.

Thutubir SkyRealm - Thantieri skyrealm noted for its unstable isho. Constitution rolls are required to keep from getting sick due to the constant pitching and rolling. Also known as "Weary Vaulter."

Tokonia – Village along the Ponteer border. House Kanteh.

Trodician Battle Lands – The scene of the only direct battle between the shantha and the Thantieri combined families in the first decade after the Shanthic War. Also the site of several colonial research stations, rumored to hold caches of Earth-tec.

Trodis River – South-flowing river that joins the Ei-Tana River and drains western Thantier.

Ulthor – Ruins of one of the original colony stations and scene of the most violent action between humans and shantha at the beginning of the Shanthic War. The Ulthor base was the target of a Desti attack, which detonated a store of Earth-Tec power sources destroying most of the base. Wave of energy also passed back through the shanthic warp and destroyed the camp of the red shantha who initiated the attack. It was the first of several interactive disasters.

unteek – a pollinating insect found throughout the farming districts of Thantier.

Valagach – City of western Thantier, collecting center for House Khed for the various industries of the west.

Velkeno – A village near the source of the Varkis River.

Voikron – Trading village of House Kanteh with schools weaving, milling, pottery and tailoring. Located at the mouth of the Rardin River in the Westhani peninsula.

Weary Vaulter, the - Common name for the Thutubir SkyRealm of Thantier.

Weja – A site of pre-colony ruins of large proportion structures and pyramid.

Westhani Mountains – A rugged range that is the spine of the Westhani peninsula of Western Thantier. An unfriendly landscape but many low status Thantieri live here.

Wygga – Trading center in west central Thantier. Best known for the purity of its Earth-based grains, fruits and livestock.

Yiath Forest – Hardwood forest west of the Kiborlan River. Managed by House Pars.

Yogul – fishing village north of Thantis. House Pars.

Zunis, House – Thantieri Great House of Science and Exploration.

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Vogonogah

Ramian port in southern Gilthaw with meager comfort for non-Ramian traders and scholars. Extensive advisories.
Triddis, 932p (5 Vol.)..... 1,200 GL
Entren 196p (1 Vol.)..... 70 GL

KEY TO THE THONEPORT MAP

Printed on back cover.

Note: To accommodate the aliterate, each establishment offers an image for easy identification which is identified after the listing in italics.

1 Iden Quarter

Within the Northern Citadel and subject to all Thantieri restrictions on non-human, alien or thone races. (NOTE: It is illegal to obtain or possess a map of any walled section of the city with any indication other than main thoroughfares. Hired guides can locate buildings and addresses for the traveller, and serve as human escorts for aliens wishing to make safe progress throughout the city.) District marker shows blue robed scribe with quill and scroll.

2 Sages Table

A restaurant within the Thone Market. Gourmet fare, fine local and imported wines and other beverages. Freshwater fish from the Pearl River and today's catch from the ocean waters of the Cerridus Sea. Banquet facilities available. A favorite spot for celebrations. Sign: Plate heaped with fish and vegetables and a large wine cup.

3 Iden Hospitality

Affiliated with House Iden, provides clean single cells for students and scholars. Only steps from the Thone Gate, the Hospitality is favored by humans and thriddle, although some non-human guests are tolerated. Walkers can be hired to accompany non-human guests to facilitate getting around the city. Each cell offers a comfortable bed, writing table, lamp, inks and access to the private papermakers of Iden for suitable media. Sign: A human figure in a deep blue robe with a heavy, masters hood and no visible face.

4 Contract House of Kovan

Public servants of House Kovan can be counted upon to assist any human visitor who becomes lost or needs to find a location, and to provide quick response when called upon for emergencies such as robbery, fires or accidents. The red sashed Thoneport Guard are housed through the Contract House. The large red apothecary beaker with the golden 'K' marks the Kovan Clinics throughout the city and in most inhabited sections of Thantier. These clinics provide excellent emergency care and can provide advice on nutrition, supplements, durlig, and projection of needs for travel in the various regions of Thantier. Sign: Turbaned man.

5 High Opera of Thantis

Between the Street of Jewels and The Market Walk, hosts regular performances of grand songs popularized by the Pilgri, the historical works of old Colonial masters, and the quinquennial Festival of the Sages, which coincides with the Thantieri Day War championship games. The High Opera also is the base for students and roving theater troupes using Kanteh-maintained portable tent theaters with stages, risers, scenery, emotive musics and sound effects with varied concessions. Zunis stagecrafters offer the technologies to make manipulated-isho lighting, special effects and pyrotechnics. Sign: Silver Mask and Harp.

6 New Port House

A pleasant and well appointed house operated by House Kanteh in cooperation with three Thivin clans, located on the Street of Blades. The house offers special services for artists and craftworkers in nearby buildings through the Thone Gate, including studios, kilns, smithy, warehouse and bright, well lit rooms to exhibit the paintings, tapestries, sculptures and fine crafts of past patrons. Basic plan begins at one Sage per week for a party of four, with breakfasts and access to the various facilities. Artists may haggle a trade of art for accommodation, but such deals are rare, so be prepared to pay. Storage is available at reasonable rates according to the volume and security for the goods. House Kanteh created a scandal by keeping this Thone Quarter facility open to humans, human mutations and Iscin races without distinction. The Port House has opened thousands of profitable deals for Kanteh agents and stores to provide fine goods unavailable to more "proper" houses. Sign: Bow of ship at pier with building.

7 Heritage House

A pricey pensionne on the Street of Pleasure offering rooms in a large mansion of the fallen house Limen. Heritage House will offer luxury to thone guests for an extra fee, including servants, guards and porter services. Sign: Old style Limen crown in white against dark brown field.

8 So Hono Center

Family-owned Thriddle Center found in a large red stone building at the junction of Street of Blades and the Street of Flesh. Newly reconstructed after the recent unpleasant incident with House Iden, So Hono provides maps, scribes, journals and business services for the new or experienced traveler, with unofficial diplomatic channels to most of the major nations and Tan Iricid. Sign: Silhouette of a thriddle head.

9 The Printers of Iden

A public shop of the Great House that offers a variety of printing services and have become the master book producers of Jorune, although much of its resources are devoted to the very long form of Thantieri fiction. Sign: Bound book with locked covers.

10 Pearl Ahdis

Weekly journal published through House Iden, and provides most of the important information around Thantis and Thantier. It is a matter of pride that a printed journal has replaced the live Ahdis, calling the news from his speaker's stand on the corners or squares of most Jorune settlements. The Pearl Ahdis is exported to expatriates around the planet and is a good source of contact for businesses of all types, particularly for thone and aliens. Street singers, usually performing under the auspices of House Pana, present their interpretation of the issues for a few ships. Caravan and shipping news is carried every week and thoughtful commentaries on political situations can be found every week, with a surprisingly objective and non-Thantieri bias. (NOTE: A full collection of the Pearl Gazette, covering over 400 years of modern history, can be found in the public hall of House Zunis and can be consulted by visitors without charge, although a voluntary donation to the Library Fund is requested.) Sign: Over the front door of the publishing house and over each point of sale at newsstands around Jorune you will find a panel with the silhouette of a human Ahdis in dark green, arms out-stretched and mouth open, with a scarlet sash from left shoulder to right hip.

11 The Ploughman

A comfortable lodging for the necessary workers, assistants, hired hands and servants of guests in more luxurious surroundings. Farmers, craftsmen and laborers will find a fair value in the basic three-Indra plan for a week's accommodation with beds, room, baths and common kitchen with cheap but filling food from dawn until several hours after dark. You may not find dothobider roast on the menu, but there will be durlig-enhanced prepared meats, generous portions of fine vegetable dishes, breads, soups, cakes, jellies, wines and ales to keep any workman satisfied. In the evening local

musicians offer a wide variety of popular music from around Thantier. The Plough-maids are a very popular dance act who has been known to thrill and delight many a well-fed worker. Sign: Silhouette of man behind a plow, bare chested and bare legged with large, almost cartoonish muscles.

12 The Regent

House Zunis maintains this exclusive residence (fronting the Street of Jewels between Flesh and Pleasure) for diplomats, scientists, field iscin, archivist, nobility and distinguished traders who are not pure human and, thus, not preferred as House Guests. Only six apartments are available, but each has a private kitchen and multiple rooms for guests, servants and bodyguards. Expect to pay several Sages per night for the luxury, but that luxury is guaranteed to be the finest of any establishment in Thantier and equal to the best of any similar accommodation in the world. Sign: Bust of a Zunis noble in a three pointed hat.

13 Sage's Rest

A large hostel in the Thone Quarter, , on Hostels, next to the Klade Pavilion. Run by the Adwan, has accommodations for salu and blount in the wing of the building built on pilings near the South Thone Docks, and fresh turned dens for woffen in the cellar. Sign: Sleeping blount on a thick cushion.

14 The Glittering Eye

A pensionne of House Adwa at the terminus of Hostels specializing in the special needs of Iscin races. While style and cleanliness are below the standards of the more expensive accommodations within the walls, it serves traders, sailors and adventurers. Meat and fish is fresh and properly prepared, with abundant servings of fruits and vegetables. Rates are slightly lower than the pensionnes of the better houses, but fewer questions are asked and tolerance for "anti-social" behavior is kept high. Sign: a simplified open eye with empty isho crystals set to catch the light around the pupil.

15 The Stops

Along the Ramia through the Thone's Passage tunnel. Several inexpensive (four Forts a night) nightly "bungalows" are available for human travelers or workers. A shared venture of the Limen and Adwa, the Stops offer sleeping platforms separated by linen draperies and patrolling guards. Any disturbance is quickly handled and with great finality. Thievery is unknown and the Kovan guards are empowered to imprison any offender for later review by a panel of Khed judges. Sign: Small, free standing hear.

16 The Scroll

An intellectual way station near the Thone Passage under the direction of House Iden. Each of the rooms are provided with writing desk, inkpots and pens, access to fine papers at excellent prices, on-call scribes, research library with Iden, Zunis and Thriddle volumes. Musicians play in the central atrium through most daylight hours with soothing harmonies from Colonial classics and a broad repertoire from Thantieri traditional, neo-classical, meditative and dreammusic styles. Rooms are available for single scholars, parties from four to ten, and arrangements can be made for overflow to be housed in the Iden Hospitality within the walls of the city. Sign: Scroll unfurled with roll at top and roll at bottom. Within the scroll is a silhouette of a quill.

17 Shed Monstra

The common wharf-house for trading not directly related to Thantieri interest. Alien, thone and impure humans trade among themselves, contract passage and cargo, and operate as a mere connection between ports, instead of associated with Thantieri interests. A tax is paid for use of the piers and shed, but there is little attention paid to dealings that do not effect the Thantieri. Sign: Simplified silhouette of the trade building.

18 Daltrow Ridge, Ramia

Themed restaurant with food by the imported chefs from many nations, but menu and décor based on the expansive culture of the Daltrow nomads in the northern borders of Thantier and Doben-Al. The finest dothobider and beef steaks and roasts are among the best to be in civilized Jorune. Also, exotic sauces and beverages are available. Theater troupes from the Kanteh are available with very little notice to provide an evening's entertainment with chapters of the Saga of Pars Kanteh. Sign: Four plates of food; one with all vegetables, one with a large fish, one with a large piece of meat and one with sweet cakes.

19 The Jeweled Gire

Well known shenter and illidge for sailors and passengers of the ships calling on the North Thone Piers. The stage offers a variety of singers, dancers, acrobats and magicians. Oversized rooms are available for boccord, bronth, and ramian. There are high dens for crugar on the floor above, fresh dug sleeping niches for woffen below, pool beds for acubon, salu and blount. A row of shops along the inner court of the Gire can be depended upon to provide travelers with the foods, clothing, weapons, armor, information and supplies necessary for their journeys. Sign: Silhouette of a ramian profile with large imitation gems set in its head-dress.

20/21 The Ships

Simple requirements of overnight quarters are met along North Thone Docks. These offer minimal services for the budget minded traveler, these co-ops offer small rooms, few amenities and the guest is expected to clean his own room before leaving. A single meal is offered in the mornings and if you arrive after the food is gone, you are on your own. Few people brag of using this hostel, but for a half a Fort you can't complain. Frequented by crugar and cygra more than any other accommodation. Sign: three ships in profile; the farthest and largest is dark red, the middle ship is white and the foremost and smallest ship in dark aqua.

22 Salis Wa

Salu complex rumored to have been built in the fourth century after the colony, but which sank into the bay and became the domain of visiting salu. A small population of permanent residents occupies the half submerged buildings. Sign: Face of a Salu.

23 Nadrail Moorings

An offshore traditional docking station maintained by salu for cleash and ramian ships. Ships are moored offshore when not actively taking on or discharging cargo at the North Thone Piers. Sign: One cleash k'crikss ship in profile, black against light aqua background.

24 Hushen Gire

A grim building with courtyard and associated barren huts for severely limited services operated by House Khed as necessary evil for the ramian traveler. Bed, fish and stone yard for sword practice, with the brackish moss-flavored water favored by ramian is delivered in large jugs to every room. Non-ramian are not advised to seek accommodations in this foreboding building. Sign: Face of Ramian with bloody teeth.

25 Dark Mother

A specialized woffen pensionne catering to passengers from docking Lunderi and Anansani ships. Also popular with trarch. The crews and passengers will find rooms, smells, music and companions familiar to this crowd, and prices are kept well within the wages of a working sailor or frugal trader. A week's stay

starts at four Indras for a double room, ten Indras for a bunk room with beds or dens for eight. Liquor service is handled through the 'leggers and neighboring establishments, and "companions" can be included in the price of the room for an additional fee. Sign: A rusper flask, black against a light brown background.

26 Hrogah
A blount settlement in the shallow waters of the bay behind the Fishers, a minor dock used for local fishermen, visiting salu and blount. Sign: Silhouette of blount.

27 Zunis Compound
This compound is open only to members of House Zunis and those they invite. The influence of the House is such that any member may call for a non-Thantieri of any race to be held pending an investigation of real or imagined wrongs. Travel into the Zunis Citadel is not advised under any circumstances that do not include an invitation and escort from the Great House itself.

HELPFUL SIGNS

The Red Apothecary
A red glass beaker with the Golden K marks a Kovan Clinic.

Red Sash
The red sash of the Thoneport Guard marks a Kovan peacekeeper who can assist the traveller with many questions. A red sash with a golden trim is the mark of a Daijic of the Thoneport Guard.

A Huston Changer
A man or woman bearing a thin rod with a Gold and White flag can help guide you to money-changing stalls of the Huston throughout Thoneport and within the walled sections of the City.

The Forts
Small kiosks serving from three sides of the box with quick fried meats, breads, cakes, candied fruits, and a variety of juices to suit most travelers. The Forts are in various locations throughout the area, in and around the city. The open policy of the Forts means they will serve any human or thone with the money to buy a quick meal, but this makes them very unpopular with the higher Houses. An excellent place for thone and human to agree to meet. The sides of the box conceal wheels, so the stand can be moved quickly to a new location where a crowd has gathered or business looks more favorable.

NOTES: Alcohol service to thone is forbidden through public facilities, but guests will have no trouble locating a 'legger who will walk your chosen beverages to your room, plus take away service is available from the many incleps found around the Thone Quarter.

Artists Wanted

Several projects are waiting for the effort of some serious new artists – artists who can stand on his or her own talent to carry on the tradition of Jorune's rich tapestry of cultures, societies, races and unusual artifacts.

We do not expect another Miles Teves (although we wouldn't mind if we did). Perhaps your distinct style can set a new tone for future afficiandos to the game, the world and the new discvoeries planned for the "SkyRealms of Jorune" setting.

You retain the rights and originals for your work. If you think you have an artistic vision for Jorune, please send a few samples and open the conversation.

Contact: artists@oakandlotus.com

PREVIOUS ARTISTS

Mile Teves

David Ackerman

Alan Akimoto

George Barr

Janet Aulisio Dannheiser

Joseph K. Adams (aka J. Steven Coleman)

Steven Delaney

Jerry Hamlet

Harold Ogle

Dominic Green

Ray Gilliam

D. Detweiller

Chris Lackey

Carl W. Davis

Paul Alan Parker

What They Know in Thoneport

"What They Know In Thoneport" is the first in a series of adventure nugget collections for Jorune Sholari. This is a collection of story nugges related to the intrigues of Thoneport and the Great Houses of Thantier. Looking at the secret knowledge of selected NPCs with favorite quotes, complete backgrounds and directions to the source of adventures, treasures and quests.

Characters are descrived in a minimalist RPG System (ORFA - One Roll Fits All) for easy conversion to your existing system.

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